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A NEWSFIELD PUBLICATION
NO.75 APRIL 1990

MAGAZINE AND CASSETTE £1.70

CRASH

SINCLAIR SPECTRUM GAMES

SAM coupé COMPATIBLE



IMPOSSAMOLE!
Gremlin's Monty Mole turns superhero

Help Bub and Bob in Ocean's
RAINBOW ISLANDS

HAMMERFIST *Activision's best yet?*

NO APRIL FOOL! ON YOUR CRASH MEGA POWERTAPE:

4 YES! FOUR GREAT SPECTRUM GAMES!
Plus POKEMANIA!

Where's my great CRASH cassette?!

MASTER BLASTER CYBADYNE

ROCKFALL PowerTape

KARYSSIA - II incentive

BREAKPOINT PowerTape

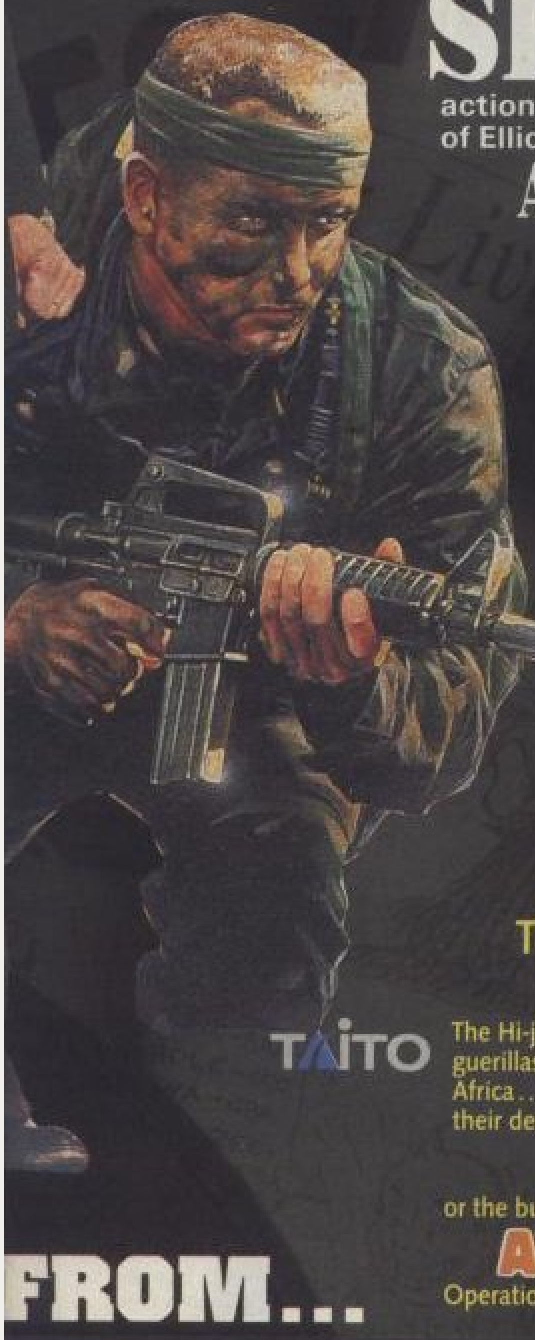
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W INTO YOUR HANDS



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action sequences put you in control of Elliot Ness's elite squad of crime-busters.

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The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

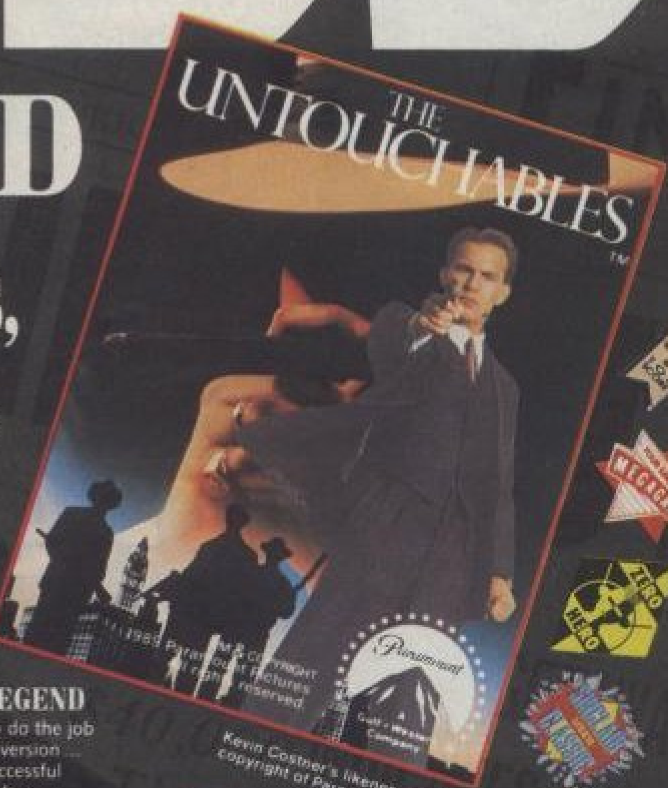
ROOFTOP DUEL

as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

THE UNTOUCHABLES – LIVE AN AMERICAN LEGEND

"an absolute corker of a game ... as smooth and polished as you can get, animation is top notch ... a brilliant film conversion" Games Machine

"a fine example of how to do the job properly ... a cracking conversion ... easily one of the most successful licences to date" Sinclair User



Kevin Costner's likeness is the copyright of Paramount Pictures.

BLOCKBUSTER FOLLOW-UP TO LAST CHRISTMAS'S No. 1 HIT... OPERATION WOLF...

NOW WITH TWICE THE ACTION, TWICE THE FUN, TWICE THE CHALLENGE

ROY ADAM IS BACK!

TAITO

The Hi-jack report came from a DC10 leaving Paris for Boston – Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa ... The plane lands in hostile territory and the terrorists begin their demands ...

USE THE LASERSIGHT

or the bulletproof vest, but watch out for

AIR-TO-GROUND MISSILES

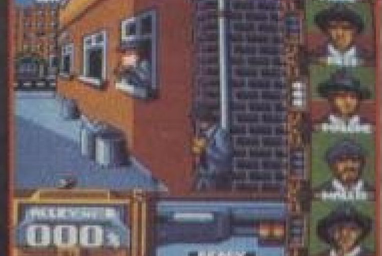
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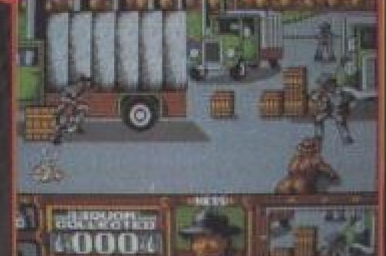


FROM...

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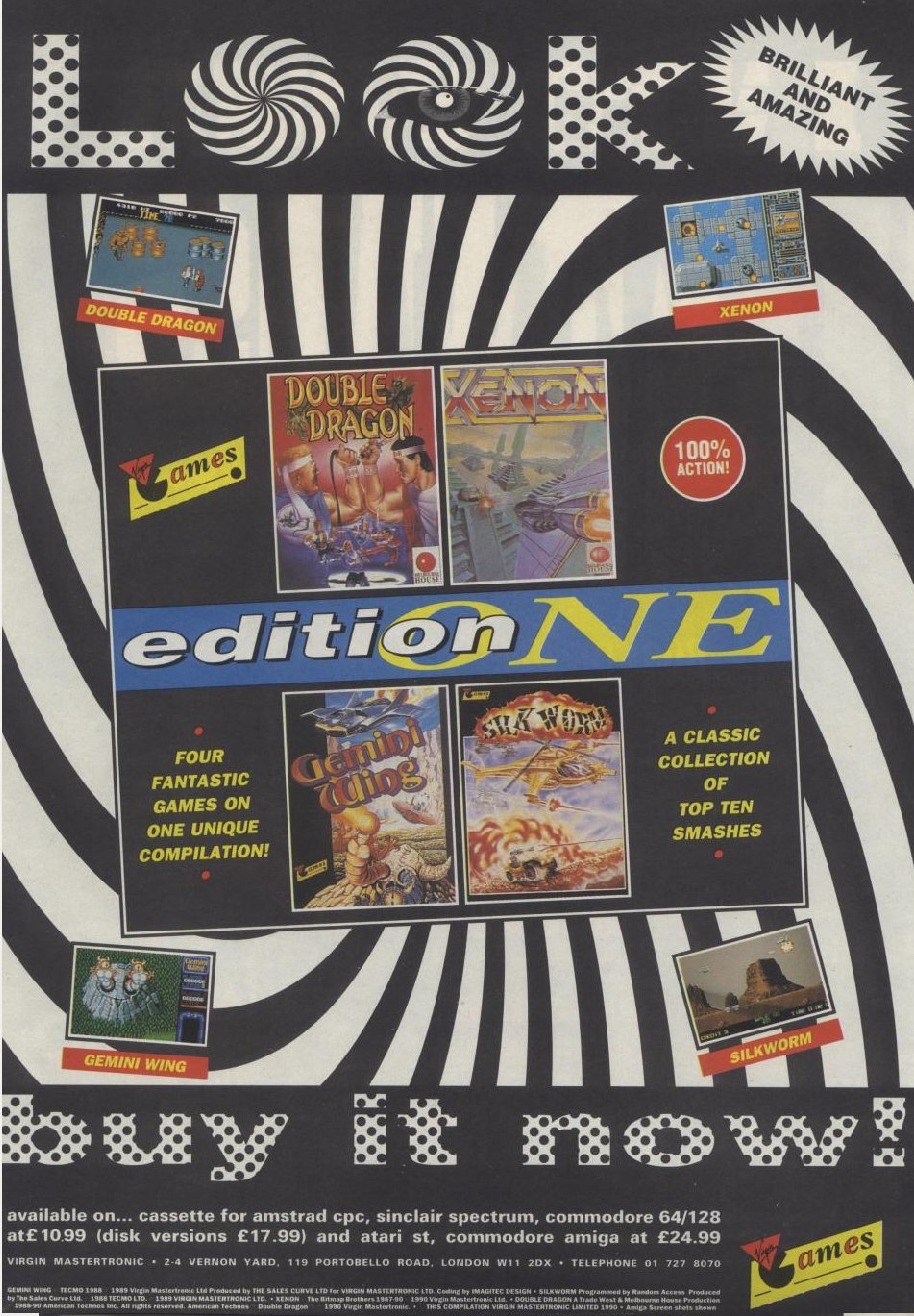






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CRASH

CONTENTS

GAME thrills

RAGING HARD!!

CRASH Towers has been flooded with your questionnaires! Sorting out all the info is going to take yonks, but in the meantime here's some proof of what you think: CRASH sales are on the rise! Yep — we'd like to welcome over 4000 new readers who've signed up to CRASH over the past few months! And make sure you stick with us, as we bring you the hottest in Speccy gaming both on the page and on cassette! Expect to see a whole barrage of exciting game thrills coming up on the cover, with some stunning full-price software exclusive to CRASH! And, if we can do it, we'll be bringing you one of the very first SAM Coupe games too! Wait for it...

THRILLS ON TAPE

Where to find the action

SIDE A
Master Blaster
Rockfall

SIDE B
Karyssia
Breakpoint
Pokemania

Check the loading instructions on the inlay.

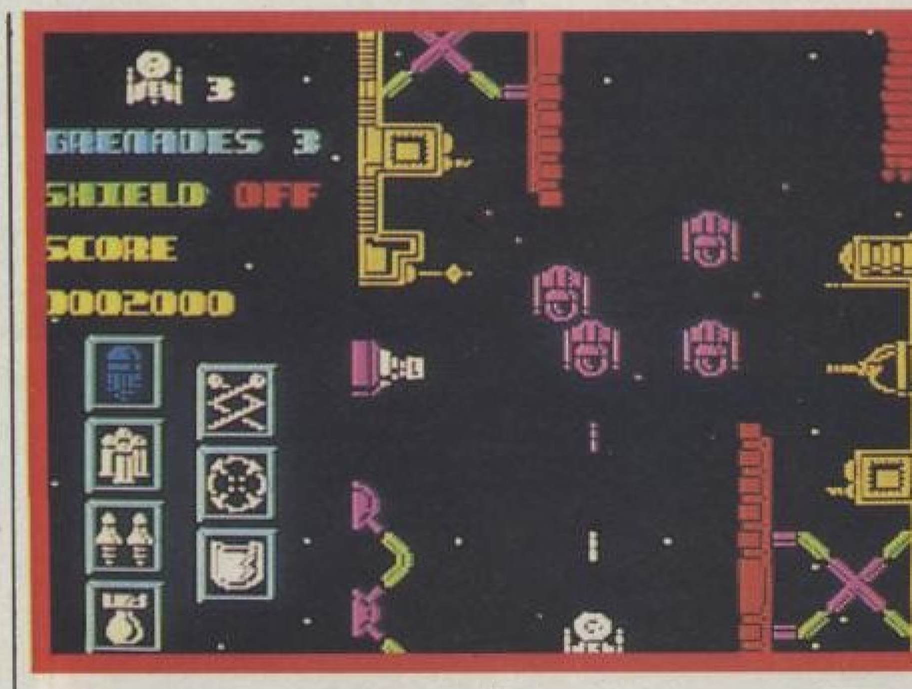
Should your tape prove to be faulty send it to:
AUNTIE PAT'S TAPE CLINIC (75), NEWSFIELD, LUDLOW, SHROPSHIRE SY8 1JW. A new PowerTape will be sent off to you! Please note Auntie Pat is the only person who deals with returns — don't be tempted to send them to Lloyd or The Ed as they'll only get lost.

MASTER BLASTER

A BRAND NEW ACTION SHOOT 'EM UP EXCLUSIVE TO CRASH!!

● Create cosmic chaos with Cybadyne!

You won't have played this game before — but once you jump into the cockpit of the Master Blaster you'll find it difficult to get out! The graphics are stunning and the action's so hot it'll melt your Speccy!



The **Master Blaster** is the most advanced and deadly space fighter ever created — and it's on a mission to hell! Berlimey! Trekking out into the uncharted backwaters of the galaxy, all seems to be going well until a strange gravitational force begins tugging the **Master Blaster** off course — the cockpit judders, you slam your head against the side and black out (Urgh).

DAWN IN HELL

Waking up, strange new scenes confront your eyes — the **Master Blaster** is heading into a deadly alien canyon, both sides packed with vicious weaponry. The signal blows as alien forces realise your presence and send destruction fleets down the metalic valley pumping laser bolts in your direction!

You can't turn back — only go on blasting your way through until you find the exit! And, if all this wasn't enough to give you the heebee jeebies, the **Master Blaster** has lost most of its vast power and speed. There's only one solution...

Blast your way through level after level of hostile aliens, wiping out each formation with your weapons. Shoot canyon installations to reveal a **power-up pill** — collect enough and you can select a **bolt-on weapon** from the selection panel on the left-hand side. Watch out — don't

GAME thrills

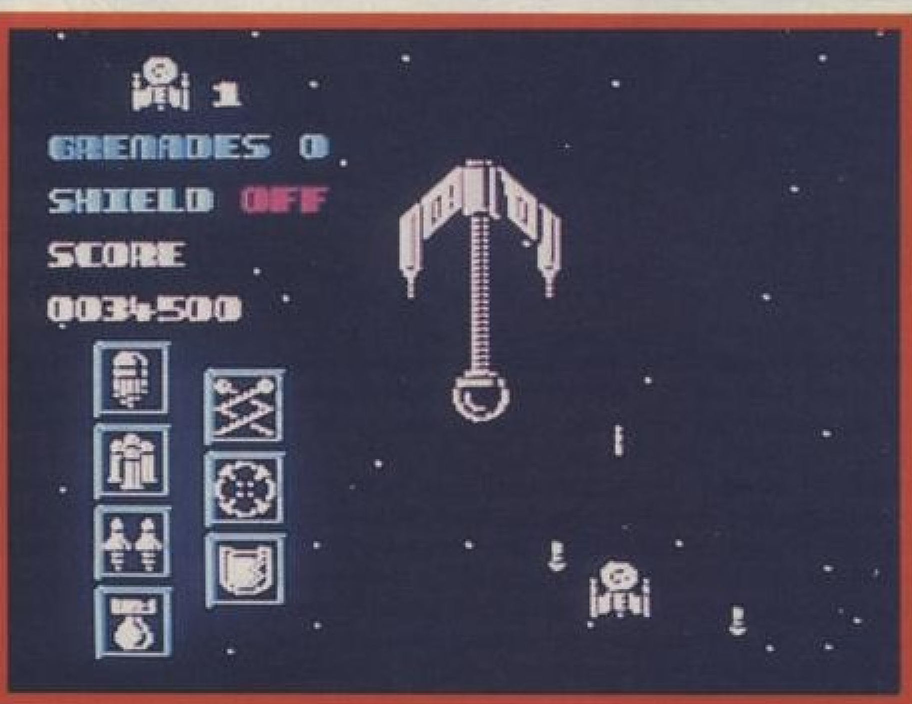


shoot a power-up pill as you'll destroy it! The thing is — can you get up to full power before meeting the **mega aliens** at end of each level?

MASTER CONTROLS
On keyboard use S/up, X/down, N/left, M/right, A/Fire and I or O to select a weapons. Joystick compatible too!

Who The Hell Do CYBADYNE Think They Are Anyway?!

Cybadyne combines the dynamic programming and graphic talents of Mike Smith and Christian Urquhard. Together they've worked on, amongst many games, *Xecutor* (**The Edge**), *Inside Outing*, later rereleased as *Raffles* (**The Edge**) and *Gunrunner* (**Hewson**). Also to their credit is the original *Hunchback* game from **Ocean**. Though Mike now runs a software shop and Christian works for a computer consultant firm, theu've not forsaken their **Speccy** gaming completely. Bravo lads!

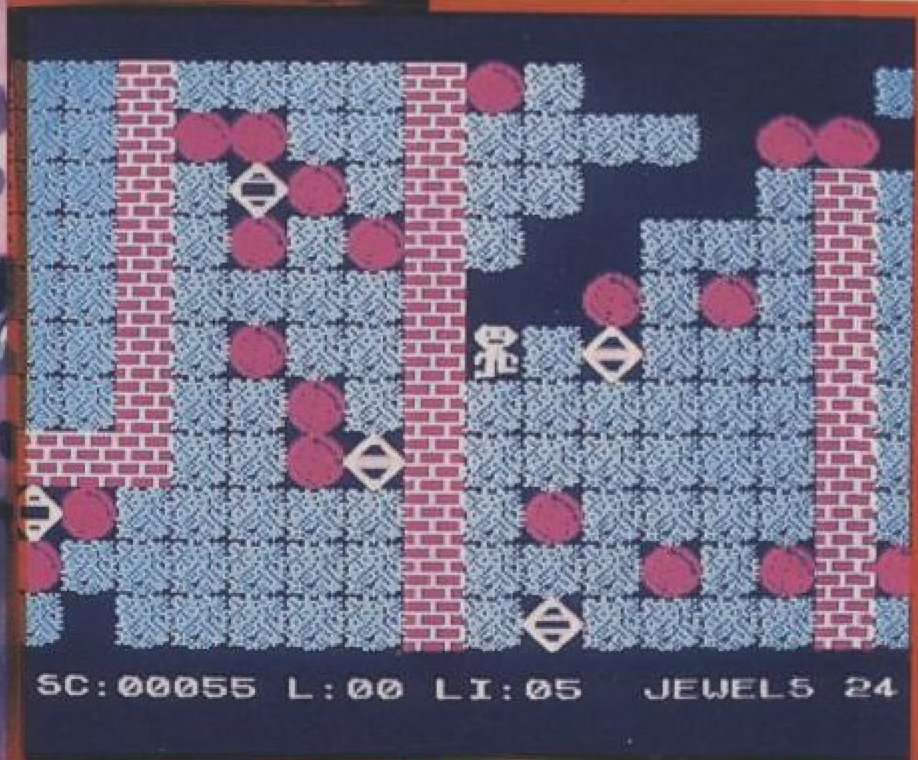


ROCKFALL

●Boulder pushing antics from Ian Collier!!

Maze games are always a bit of a laugh, aren't they? And here's one to tickle your ribs — bash your way through 28 levels of underground tunnels and collect heaps of diamonds to make yourself jolly rich!!

The object of Rockfall is to collect as many jewels as possible by scurrying around each level. When you've collected the right amount (the total number needed is shown bottom-right of screen), an exit appears. Hurry to the exit and you're whizzed off to the next brain-blending level!
You've got five lives to play with. When a game is finished, and you've entered your highscore,



the title screen is displayed showing you the highest level you reached. If you get past level zero on your next game you're asked which level you wish to be transported to — this can be any number between zero and the highest level you've reached. Which saves you battling through levels you've already played.

BUMPY RIDE
Throughout the 28 levels there are loads of things you bump into. Like what? Like this...

Space ■ a black square: anything that can move can happily trundle through it.
Grass ■ a green square: you can walk through this leaving a trail of black spaces behind. Rocks are often supported by grass, so when the grass is gone the rock falls — hence the title!
Rocks ■ round, red and hard They can be supported by grass, and also by any other solid object. You can support rocks if they haven't fallen — but if one should begin hurtling towards you step outta the way pronto! Single rocks can be pushed sideways — if there is a space available.
Walls ■ Inner walls are a red and yellow brick pattern and outer walls (which only appear at the edge of a level) are blue and yellow. Nothing can pass through walls — though you can destroy

inner walls with a bomb.
Exit ■ A large E in a square — beware of burying and blowing up an exit as the level can't be completed.
Jewels ■ Yellow diamond objects — these fall exactly like rocks and can lose you a life, should they land on you! The exit appears when all the jewels are collected.
Bomb ■ A purple bomb-shaped object with B on it. Bombs can be pushed, but explode when they reach the end of their fall — destroying the nine surrounding squares.
Aliens ■ The three types can only move in black squares and are killed by dropping a rock on their heads! But hurry — if aliens get a whiff of you they'll give chase!

ROCKY CONTROLS
Bash the boulders using keys, which are redefinable, but don't use H as that's the pause key and you start the game by pressing P.

IT SPEAKS!!

Rockfall has some smashing sound FX if you've got a Currah Microspeech attached and PSGIO compatibility (and of course compatibility with the 128K sound chip, even though it works in 48K mode). If you don't know: the PSGIO is a three-channel sound chip with a AY-3-8910 chip from Protek.

KARYSSIA

QUEEN OF DIAMONDS PART 2

How did you enjoy the first part of Incentive's fab adventure last month? Good, eh?! Here's part II — for the full instructions see last issue (or order a back issue on the Hyper Market page). First of all you'll need the password to get into this part of the adventure and — if you haven't worked it out for yourself — it's XAOR. If you thought ORLA was the password you've been fooled — it was a red herring!

● LAST MONTH'S SOLUTION

Here's the solution to part one — play through it if you couldn't complete it yourself last month and see where you went wrong!

W, GET SAPPHIRE, W, CLIMB TREE, N, N, GET GOLD, S, E, N, FLORASSIA HELLO, FLORASSIA YES, BUY GROWTH SPELL, S
It is wasteful to test your growth spell by trying it in the shop. Florassia will not approve either!

E, N, N, GET ROPE, S, S, E, PLANT ACORN
Possible because of the soft ground mentioned

CAST GROWTH SPELL, TIE ROPE TO TREE, CLIMB DOWN ROPE, GET AMULET, D, N, OPEN DOORS, N, W, W, W
Remember the secret word Loranin tells you at this point
W, STABLEBOY ENQUIRE
This word has obviously been arranged between Lorainin and the stableboy

N, N, N, E, PAWN SAPHIRE, W, N, W, S, BUY DOUBLESWORDS
These improve your skill
W, N, W, SANTOWA HELLO, BUY SKILL RINGLET, E, E, E, N, N, N, S, S, E, CAST GROWTH SPELL, CLIMB TREE, GET ORB, GET DIAMOND, D, W, N, N, GIVE ORB TO BOWMEN
Now you are able to proceed North

N, E, OSTLER HELLO
The Ostler is demanding an extortionate price for the horse. The diamond will be recognised by the pawnbroker and you get no money for it. Therefore you must give it to the Ostler

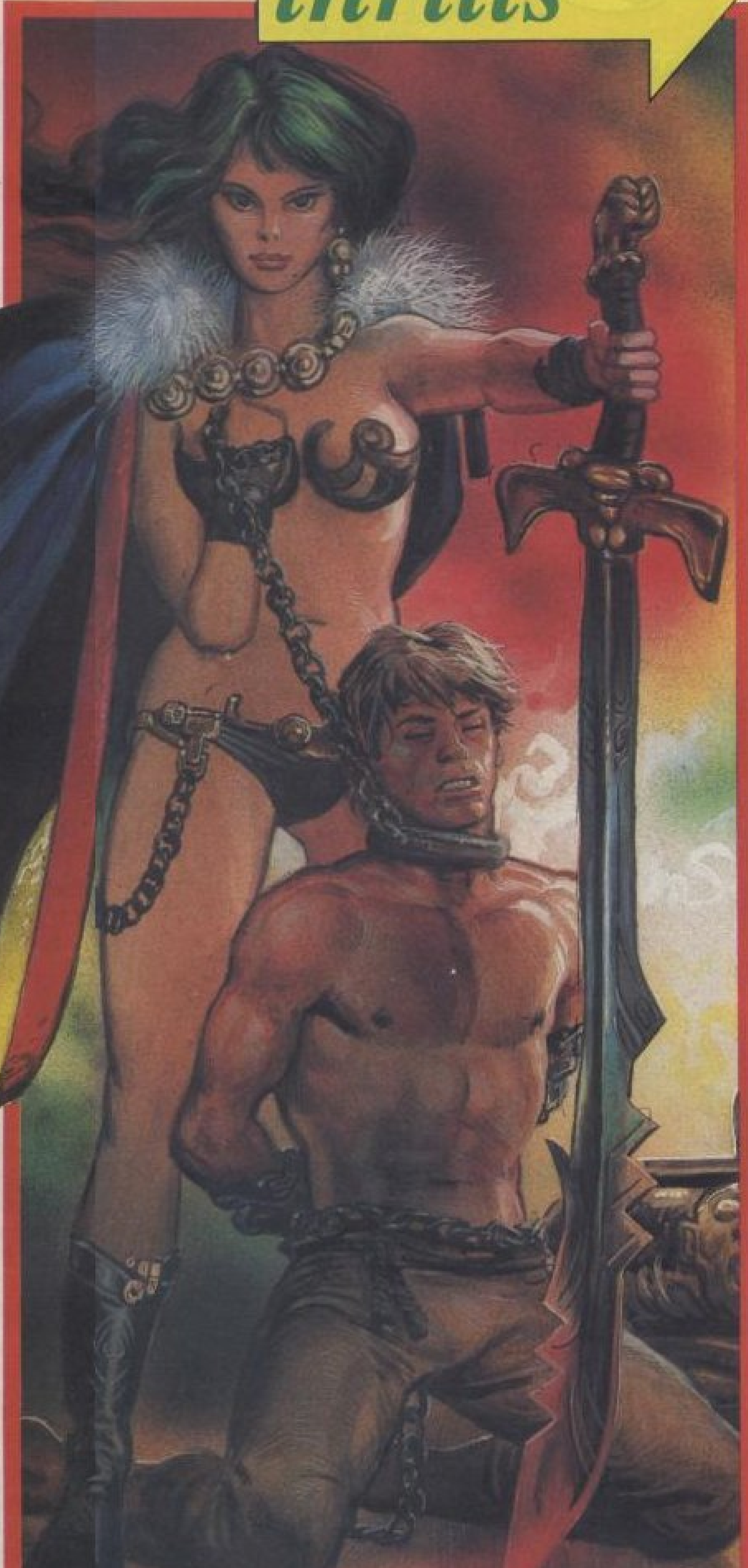
GIVE DIAMOND TO OSTLER, MOUNT HORSE
The horse has obviously been trained by the Ostler to do this evil trick. There is no way back across the river. If you had gold pieces left, note that the Ostler will have stolen them all by this point

W, N, EXAM FORESTER, CAST DARKSIGHT SPELL
No need to worry about the effects of this spell wearing off — it lasts for hours

S, W, W, GET RUBY
Of course the malyt is asleep during the day — it's a troll!

E, E, E, N, N, E, E, FARMER HELLO, GIVE RUBY, W, W N, N, W, N, KILL FIGHTER
>B>You will lose unless you are GOOD and ENERGETIC or BETTER
S, E, N, N, N, THROW KNIFE AT THIEF

GAME *thrills*



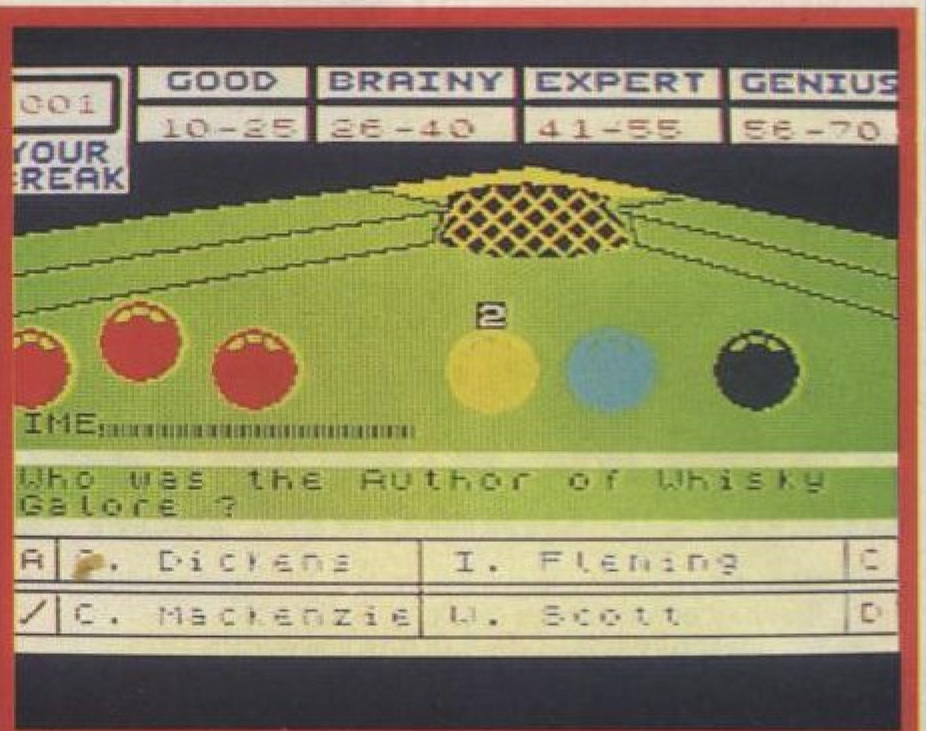
The thief is the only murderous opponent you will meet

N, N, PULL ROPE, GIVE EMERALD
If you have the sapphire, the ferryman will reject this. The armourer will tell you why.

N
Your password to part two is XAOR, if you have the silver falcon amulet.

And that's it! Part three next month — along with the solution to part two. But, hey!, see if you can crack it yourself before then!

BREAKPOINT



● **Be a snookering smarty pants with Airline!**

Airline is the company which brought you the skill ***Ultimate Warrior*** **game to the CRASH PowerTape (back issue 67), and now they're back with a vengeance with this clever trivia quiz based around the 'interesting' game of snooker!**

Like the real thing, you start off attempting to pot a red ball. You're asked a red ball question which is a reasonably simple general knowledge puzzler and scores you — like in snooker — one point.
Four possible answers pop up (A, B, C, and D) and you have to choose the correct one. Get it right and watch with pride as the red ball flies across the table into the pocket! Phew! Easy! But you don't stop there — now you get to choose a coloured ball — yellow, blue or black.
The colour ball questions are worth the amount corresponding to the snooker ball of that colour — two, five or seven points respectively. The higher the scoring ball you go for, the more difficult the question is — and the less time you have to answer it. Oh! Didn't you know? All questions must be answered against the clock — run out of time and you've lost the shot. This prevents any would-be swots sneaking off to look up the answers in the nearest encyclopedia!
Having answered a coloured ball question correctly it's back to a red ball, then another colour and so on. The game ends when you have potted all 16 red snooker balls — or when you've answered two questions incorrectly.

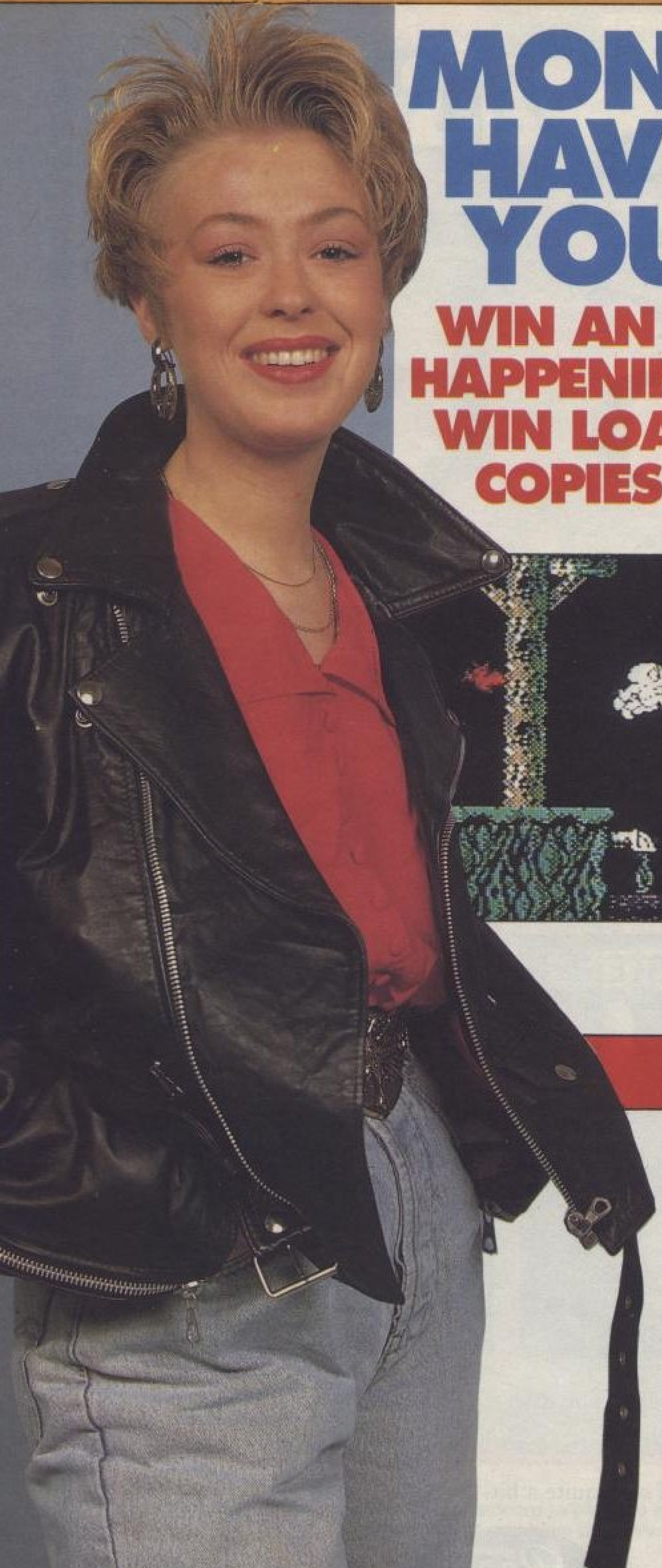
SNOOKERED?
Then check out the controls which are, keys only, A, B, C, and D to select answers (these are redefinable) and using S to start a game and SPACE to select a colour ball.

MISSION FALLOUT 128K OFFER

● **Mission Fallout, the PowerTape game from last issue, was on offer as a 128K game from its creator Mark Thompson. Mark had loads of replies, but the offer is now CLOSED, so don't send any more orders!**

TIPS ON TAPE

● **Graham Mason returns in his Turbo disguise with another pulsating dose of the bit of the tape that helps you poke your way through the toughest games — check out the details for this month's Pokemania in DJ (Pie) Nicko's Tips!**



MONTY'S BACK!! HAVE HIM ON YOUR BACK!

WIN AN EXCLUSIVE HIP & HAPPENIN' LEATHER JACKET! WIN LOADS OF T-SHIRTS AND COPIES OF IMPOSSAMOLE!





MONTY WHO?

● **Monty Mole** is a software superstar, is he not?
Hero of three past games (including *Wanted: Monty Mole* — the game which featured on the first **PowerTape**on issue 65) he's now ready to take up his fourth challenge in *Impossamole*, to be published at Easter by **Gremlin**. **Monty**'s been transformed into a super-mole, and off he treks through five dangerous levels, leaping and bounding his way over platforms in glorious traditional **Monty Mole** style.

SOD THE MOLE! WHAT DO I WIN?

Oh yeah — right. **Win! Win! Win a groovy mean-mutha black leather jacket!** Wooo. And to transform the jacket from standard to completely *gerrrovy* **Gremlin** are getting a swanky artist to screen-print a well hard mole on the back. And it's an *exclusive* design to boot! That's the first prize — **Gremlin** are offering 15 second prizes too. A copy of *Impossamole* on Speccy cassette plus an *Impossamole* t-shirt, and for a further ten runners-up there's a copy of the game. The first prize winner not only gets the jacket, but also wins a t-shirt and a copy of the game too! Hurrah!

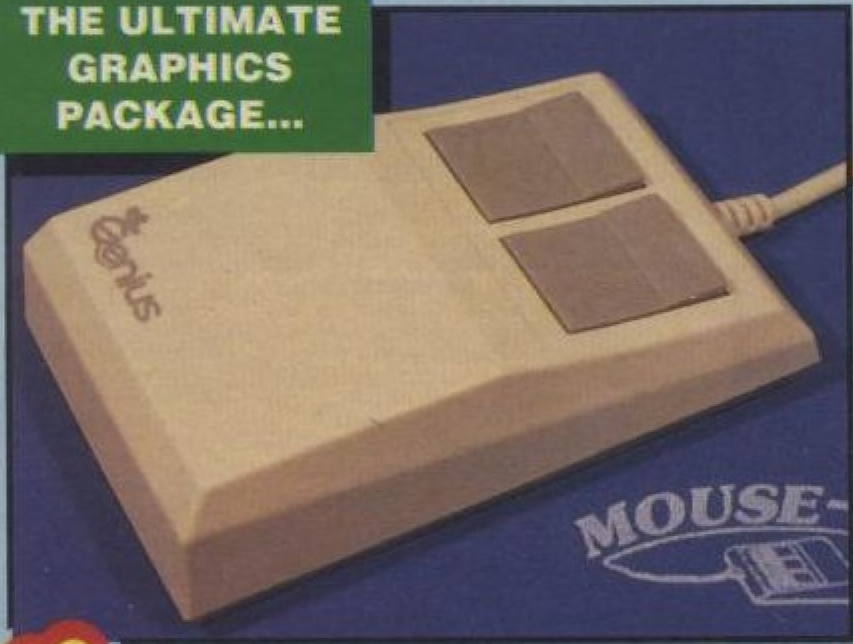
COLOURING PENS AT THE READY!

To be in with a chance of winning one of the mega prizes on offer we want you to become a **fashion designer** — sort of. Imagine you're creating the mole-like illustration to go on the back of the jacket — what would you have? Get your ideas down on paper in glorious technicolour and send 'em to (Hey! The new address!):

NEWSFIELD, I'M NO POTATO BUT I WANT THAT JACKET COMPO, CRASH, Ludlow, Shropshire SY8 1JW. Entries by April 19 if you want to stay fashionable!

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WHAT THE MAGAZINES HAD TO SAY...

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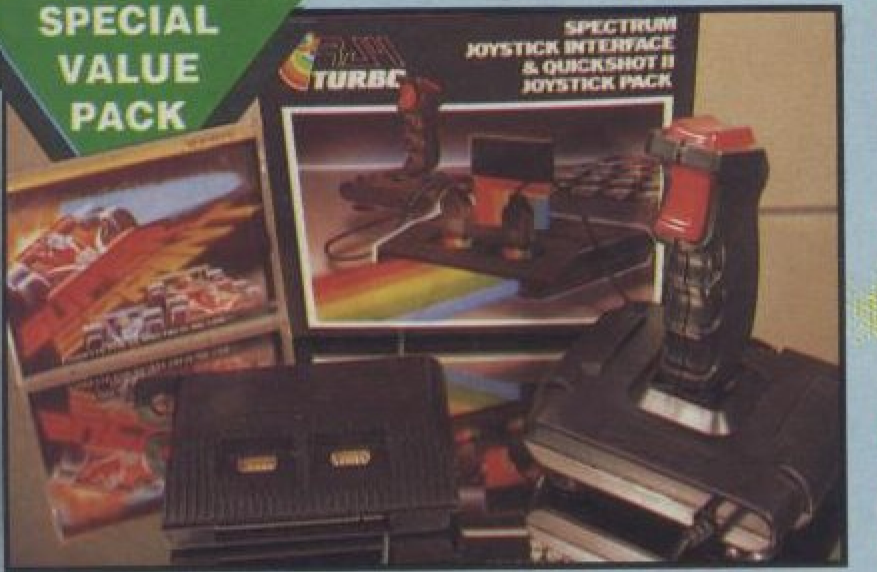
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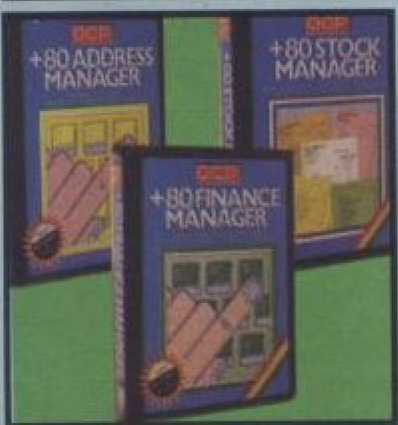
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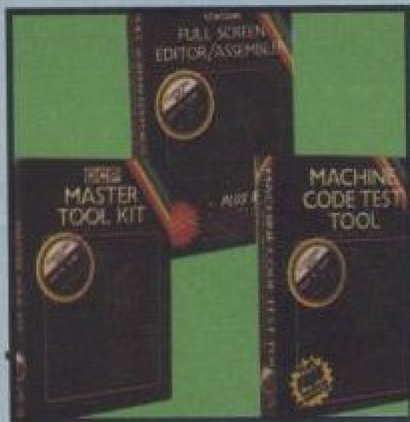
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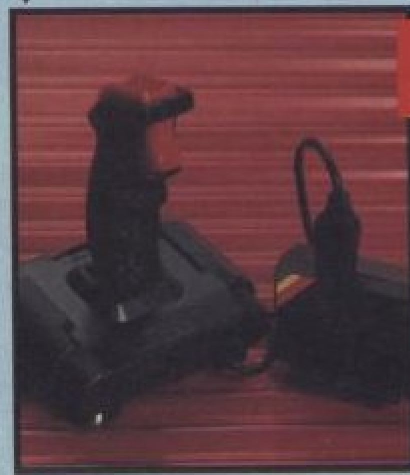
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- Allows you to distance peripherals from your computer. 6" long.

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TWO WAY EXTENSION

- Allows peripherals to be connected together (memory conflicts allowing).

ONLY £10.99



RAMPRINT TM

THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR...NO SOFTWARE TAPES TO LOAD!!

- Works with most any fullsize Centronics printer.
- Huge range of printer driver options for maximum compatibility.
- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
- Comes complete with printer cable - no more to buy.

PLUS A SUPERB WORD PROCESSOR...

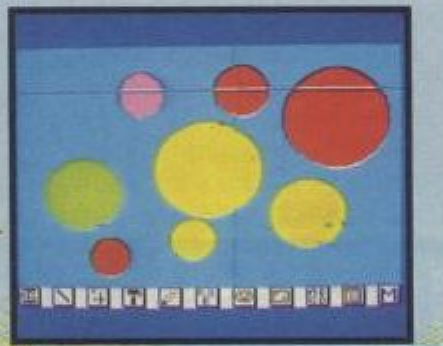
- Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
- Full range of wordprocessor commands without the need to load anything.

ONLY £34.99 NO MORE TO BUY!!

DATEL ELECTRONICS



LIGHTWRITER™



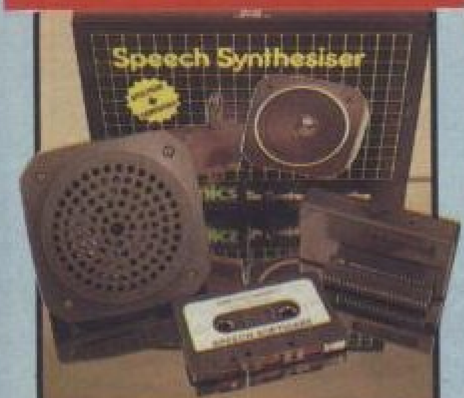


- Very easy to use - all functions are selected from on-screen instructions.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface & lightpen unit complete with software (cassette).
- Save/Load screen images that you have created with your Lightpen.
- Complete with full instructions on it's installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system.
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

JUST PLUG IN & DRAW CIRCLES, RECTANGLES, SQUARES & FREEHAND DRAWINGS.

COMPLETE SYSTEM
LIGHTPEN/INTERFACE/SOFTWARE
ONLY £15.99

dk'tronics SPEECH SYNTHESISER



- Very easy to use, comes complete with comprehensive instructions.
- Complete with 4" pod mounted speaker.
- Infinitely variable vocabulary using allophones.
- Create words & sentences easily.
- Can be used to create sound effects.
- Complete with software on cassette.
- Through bus connector for other add-ons.

ONLY £19.99

PARALLEL/CENTRONICS PRINTER INTERFACE



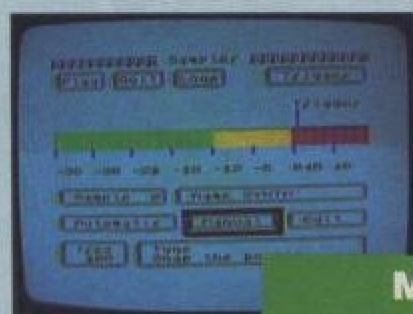
- Now you can connect most full size parallel printers to your Spectrum.
- Fully relocatable controlling software (cassette).
- Interfaces with most software using the printer channel e.g. Tasword, Devpac, etc.
- LList, LLprint supported, HiRes screen dump (Epson).
- Comes complete with printer cable - no more to buy.

ONLY £19.99

THE ULTIMATE MIDI PACKAGE...



RAM music machine





MIDI COMPATIBLE

THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.

- It's a full sound sampling system allowing any sound to be recorded digitally into computer RAM. Once stored the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creation on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with Microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI Synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

ONLY £49.99

FOR THE BEST MUSIC ADD-ON AVAILABLE FOR THE SPECTRUM

LIVE CIRCUIT

I'm clattering this out on my faithful old Hermes typewriter, surrounded by a mountain of huge cardboard boxes. 'Pick up your things and leave, Mangram!' said Those Who Must Be Obeyed.

Is this the end of the road for me? Not on your life! But it's the end of the old CRASH Towers: fed up with falling debris all around us we're moving to salubrious new (so we're told) offices on the riverside. The minute I hit the final key for this month's Live Circuit the Hermes will be packed up to be delivered (still in one piece) to NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Which is where all your letters should now be addressed — do that and you could win you £40 of software! Just like lucky Ryan this month...

Off The Streets

Dear Lloyd
I am writing this letter on behalf of my son Ryan who is eight years old, hoping he will win the £40 just to give me a break.

We bought him a +2 last year for Christmas and for 12 months we've hardly seen him as he's always in his bedroom playing it. At the moment he's just playing games but I hope he will keep it up to the programming stage (why wasn't there any when I was at school?). Is Ceri Williams a genius or what! I saw your last tape and couldn't believe a 14-year old could do that, keep it up, son.

I believe it's the best investment we made, at least a computer keeps them off the streets causing trouble or just being plain nuisances; not only is it an educational asset but we've noticed a welcome change in his attitude and manner.

I've even had to cancel my Angling Papers so we can order him **CRASH**. I normally watch sport on TV on Saturdays but now get banished to his bedroom so he can bring his computer downstairs to use on the colour TV, while I watch the black and white. At the moment he's trying to save up to buy a multiface or a mouse (there's no more pets coming in this house, said his mam!) so his sister can use it as well, for drawing purposes.

Anyway thank you for keeping my son entertained and out of trouble. Can you recommend any books which tell you what add-ons you can get for the +2 and what they do, ie interface, multiface etc.
Ian Hamill, Doncaster.

Silence is golden isn't it? Anyway — it's nice to see a letter from a parent who



doesn't reckon that games-playing is freaking their child out — as the TV programme *QED* implied a while back. There are no books that I know of listing add-ons, but why not write to Romantic Robot, Datel or MGT for information — all have a huge stock of useful utilities. And have £40 of software — it's worth it for the peace!
LM

Fancy Free

Dear Lloyd
Here are four reasons why my letter should be printed
1. I read your mag
2. I've got a plus 2 Speccy
3. I fancy Clare Fielding
4. Cos I say so.
Philip Baxter, Kendal LA9 6HE

And just what does Clare Fielding think about all this, then?
LM

Hip And Kool

Yo Ladz!
Wow! You dudes really make a radical mag! When I saw new look **CRASH**, like, I flipped out, dude, get my drift?

Four hot games every month, wow, freak out city, party time, get my joystick man!! And you also gave us 11 games throughout December and January games city. Dude!!!

Well done ladz, like, you're fandabidozy, dude, so LM keep up the good work, and like don't freak it out man!!! and also, keep trendy, Nicko, your one coooooool dude, if you get my drift, (well, so am I)
Yours dudeingly
Loughlin McSweeney, Dublin, Ireland.

The teacher shortage is showing — isn't it, readers? But you're right I am kool!
LM

Music Maestro

Dear Lloyd,
What I want to do is use my Spectrum to drive a printer which will make a hard copy of what I play in standard musical rotation. The piano can be linked to the Spectrum by a series of touch sensitive pads mounted under the keys and plugged into the two keyboard sockets inside the Spectrum in place of the keyboard itself.

The aim is to monitor my playing by producing records over a period of time, hopefully showing an improvement!

The tasks of the program seem to me to be fairly simple:
1. To register which key or keys are pressed (ideally up to 8 or 9 simultaneously but I suppose I ould make do with up to 5);
2. To measure the length of time each key is pressed for; and
3. To make a hard copy of the notes played.

The program doesn't have to work over all 88 keys; I could make do with 61 keys, from c two octaves below middle c to c three octaves above middle c.
Justin A Dix, London SW11 5NT.

Right — anyone help this chap? We've cut the letter down to the bare essentials — it fills three pages in total! But should any CRASH readers know of a program that could achieve what Justin wants — or should they want to offer to program the utility — then let us know: we'll pass the information on.
LM

Colour Dump !

Dear Lloyd
Please could you print this so someone can help me. I have bought a **Star LL-10** colour printer for my Speccy+48K, but I do not have a colour screen dump program. If

★ LIVE CIRCUIT

anyone knows where I can get one, or can help me with this problem I will be very grateful!!
Anthony Daniels, 83 Riverview, Melton, Woodbridge, Suffolk IP12 1QU. Tel: Woodbridge 7044.

Preposterous

Dear Lloyd
I am writing in response to the advertisement that states **'Piracy is a theft'** which has been recently displayed in your magazine. I'm sure software houses could cut down the vast amount of piracy if they reduced the preposterous prices of their games as they are only recordings which cost a few pence to produce. Also prices of games are increasing rapidly, for example the price of yer average game a year ago was £7.95, now its £9.99; even the prices of budget games have gone up; and according to my calculations if this continues, by the year 1995 (if the Speccy market holds out that long) the average price of a game will be approx £23 (the present price of a 16-bit game) So I ask you who's being ripped off: them (due to piracy) or us; being ridiculously over-charged.
Karim Portess, London NW6 1XT.

PS. I know software companies have to pay vast amounts for copyrights, and programmers need profits, but this does not account for us being charged so much for a mere recording.

For goodness sake! You're not *just* getting a recording when you buy software — you're getting at least six-months of a programmer's — and more often these days a whole programming team's — work, plus a few months of the publishers' planning, artists' illustrations — the list goes on... You wouldn't go out for a meal and expect to pay just for the cost of the food would you?! If more people bought software instead of pirating it, prices would come down because software houses would have more buyers to spread the cost over.
LM

FANZINE FRENZY

There's a new fanzine on the loose, folks! It's called **Advanced ZAT Programming** (Z-A-T! Geddit Z-80?! Never mind...) and isn't at all boring as the title may imply. It's very well produced and entertaining and, while covering the gaming side of the Speccy,

hopes to spice up any Z-80 enthusiast's life with a technical section. It's produced just up the road from **CRASH** in Telford, Shropshire and is run by a team of three — that's **David Ledbury** the Ed, **Darren Blackburn** (Art Ed) and **Malcolm Seeby** (Assistant Ed). Apart from Speccy and SAM stuff **ZAT** covers comics, CB radio, and promises sections on video and science fiction soon! It's currently running a superbly illustrated SF strip called *Sentinel*. You get 32 pages for 60p (and 10p of that goes to charity) — check it out by writing to ZAT, PO Box 488, Madley, Telford, Shropshire TF7 4SU.

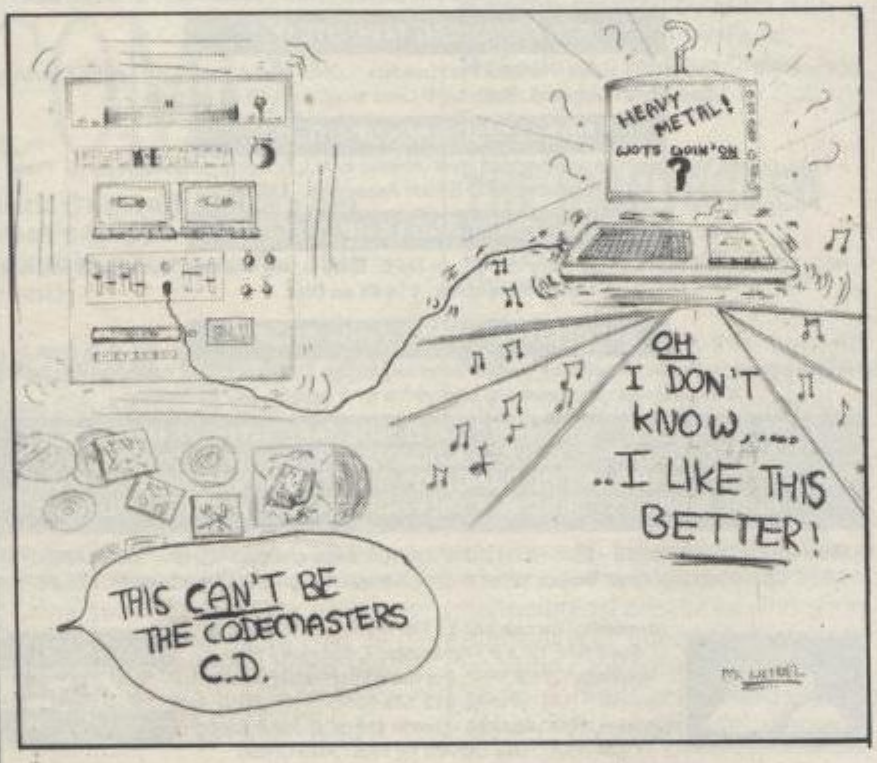
There's An Old Mill...

And it's by a stream and CRASH (and the rest of Newsfield) are moving to it. We'll, touch wood, be fully installed in the new offices by the time you read this (as long as we can catch all the Olibugs in time), so the old PO Box 10 and 20 address no longer applies. Anything you want to get to us now should be addressed to: NEWSFIELD, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. With the relevant department written between CRASH and Newsfield. Okay? Good.

CARTOON CORNER!IT'S THE CORNER WHERE JAPERY ABOUNDS

Duck! There goes another one! You just can't get away from all this bounding japery! And here comes a mirth-maker from *Matthew Weinel* from Sherbourne in Dorset — how chucklesome!

If you reckon your cartoon could raise a smile from *DJ Nicko* send it to (and note the new address!):NEWSFIELD, CARTOON CORNER, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. And you, like *Matty* could win £20-worth of software!



TAPE TROUBLES SOLVED!

● We mentioned it a while back, but now it appears that the **HI-Spec Load-It Data Recorder** from **Mills Associates** should be available by the time you read this. They claim this little gadget will end the frustration caused by your favourite games not loading! As it works on the full range of Spectrum computers it should be just what the doctor ordered, and it makes you wonder why they've taken so long to develop it! At £44.99 this gadget could just be the next best thing to (expensive) sliced bread...



LIVE CIRCUIT



DRIBBLY LCDs

● **Hornby**, traditionally regarded as model railway and toy manufacturers have hit the electronic age! They're marketing a new range of hand held LCD video games from **Konami**. First titles on offer are *Top Gun*, *Teenage Mutant Hero Turtles*, *Double Dribble*, *'C'*, *Gradius* and *Skate Or Die*. The 6-inch pocket sized gadgets feature exciting sound effects, multi skill levels and hours of fun. So if you fancy your own mini walkabout arcade and have **£19.99** plus batteries to spare — off to the toy shop with you!

LIVE CIRCUIT

RAINBOW HORIZON

● Coming up from **Rainbow Arts** are two games programmed by **Probe**. *Turrican* has you as a brave hero fighting a three headed monstrosity who in days past was responsible for all mankind's fears and nightmares. Vanquished once, he has returned, and terror once more stalks the countryside. *Turrican* should hit you in May.

Set for a June-ish release is the science-fiction/shoot-'em-up *Apprentice*: a budding young wizard undergoes a frightning series of final tests to become a fully fledged Mage. As usual with scenarios of this kind failure results in death. Watch out for a review of both games (wands crossed) next month...

● And this it — the new Towers Lloyd mentioned. A tad Colditz like, eh viewers? Full report next month!



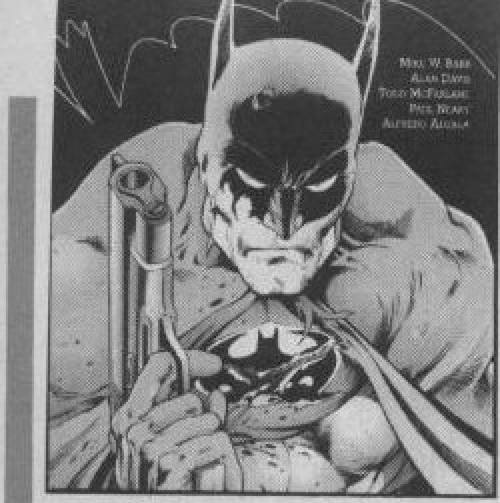
HI-FIRE!

Gotta high score? We want to know about it! Yes! This is Hi-fire where you can announce your galactic domination to the entire Speccy universe. And what's more we'll be pulling a name from the hat each month and awarding a high-scoring hero £40 of software!! *Yayyyy!* So play mean and get yourself a high-score and send it, with a photo if possible, to:NEWSFIELD, HI-FIRE, LIVE CIRCUIT, CRASH, Ludlow, Shropshire SY8 1JW. And remember, there's £40 of software to be won every month!!

THIS MONTH'S HIGH SCORING HEROES

BATMAN
310,090 David Cockram, Stockport, Cheshire
177,850 Andy and David, Thurnsoce, S Yorks
CHASE HQ
11,831,776 Darren Wood, Warrington, Lancashire
11,618,746 Paul White, Lincon
11,615,759 Adam Ace Matusiak, Oswestry, Shropshire
11,468,926 Steven Fletcher, Glasgow
CONTINENTAL CIRCUS
3,360,330 Paul Wilson, Ch-le-St, Co Durham
GAUNTLET
Completed Kieren Hawken, Harpendon, Herts
Completed Duncan Hawken, Harpendon, Herts
LED STORM
4,992,815 John Bartholomew, Lisburn, N Ireland
MOONWALKER
589,100 James Cannon, Ruislip, Middlesex
OPERATION WOLF
826,333 Martin Matthews, Oakley, Bucks
692, 187 Nicholas Cormack, Belfast
640,230 David Cockram, Stockport, Cheshire
SUPER NUDGE 2000
£97.30 Iain Clarkson, Sunderland
TREASURE ISLAND DIZZY
50,000 David Aitken, Glasgow
TURBO OUT RUN
529,980 David Cockram, Stockport, Cheshire
150,360 A Steele, Bury

Andl this month happy high-scoring hero is *Paul Wilson* from Ch-lle-St, Co Durham! *Yayyy!* £40 of software is heading your way;, matey!



COMIX

Mark Caswell checks out what's happening on the 'graphic novel' scene this month.

BATMAN YEAR TWO

Titan Books, £5.95 One Off

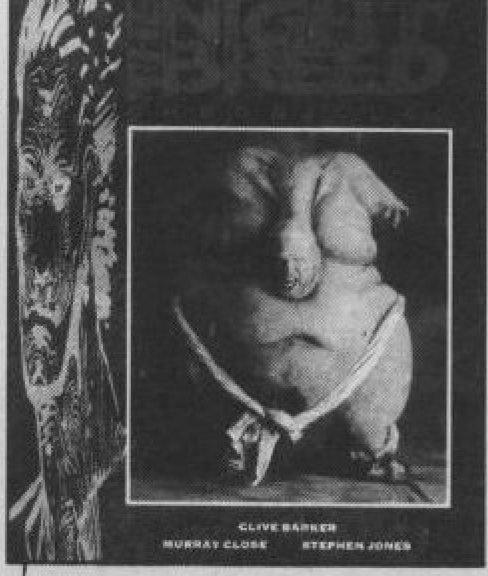
Yes, it's another graphic novel about my favourite comic book hero. *Batman Year Two* follows on from the *Year One* story: Captain James Gordon has been promoted to Commissioner and Bruce Wayne is just starting his second year as Gotham City's vigilante protector. But matters take a turn for the worst when Gotham's first caped avenger, **The Reaper**, returns after twenty years _ a fearsome sight with a skull-like mask, red leather armour and wicked scythe-like swords.

Like Bruce he lost a loved one to a gunman, unlike Bruce **The Reaper** kills his victims. This sets Batman on his trail, only to find himself allied with his parent's killer and under suspicion of being in league with the underworld. Titan have come up with another winner in Batman Book Two: the plot is superbly scripted by **Mike Barr** and masterfully drawn by **Todd McFarlane** and **Alan Davis**. An essential purchase for all Batfans.

THE NIGHTBREED CHRONICLES

Titan Books, £5.95 One Off

No comic book this, but with the slightly delayed release of both the movie *Nightbreed*and the **Ocean** computer game in September it's a good time to take a look at this 'encyclopedia' of characters from the movie. Take a trip through the world of **Midian** and meet the **Nightbreed**: mythological creatures who shun sunlight and 'normal' human company, introduced with colour photo portraits and potted histories of how they came to be. Some of



the make up displayed is quite stunning _ not surprising, with technicians **Image Animation** who worked on films like *Return Of The Jedi*, *Dark Crystal* and *The Never Ending Story*. The movie is based master of the macabre **Clive Barker**'s novel *Cabal* and directed by him. If you're into horror films, you'll remember his *Hellraiser* and *Hellbound - Hellraiser II*. Expect some shocks when *Nightbreed* appears. Until then read this book and whet your appetite!

Win your very own copy in our Hotline compo on the back page!

CLASSIFIEDS

● FOR SALE

Spectrum +2 for sale. Excellent condition, includes Multiface 128 & joystick, Infinite Life Finder, over 160 excellent games including Batman, Robocop, Operation Thunderbolt, many more. All worth £600+ sell for £180. Call Garry 01 654 5994 (London).

Spectrum +2, 212 games including New Zealand Story, Chase HQ, Batman The Movie and Caped Crusader, joystick, mouse and interface, mags. All very good condition, £299. Tel: 0935 823515 after 4pm.

Spectrum 128K +2. Boxed, perfect condition, under one year old. Loads of games including Gauntlet II, 720', Ghostbusters, Rolling Thunder, Outrun, California Games. £90 ono. Phone Dan or Richard, evenings 6pm to 8pm on (01) 272 07886.

Spectrum 128K +2 with 15 games, manual, box and joystick. Will sell for £90 ono. Contact

(0895) 420624 any time from 10am.

Spectrum 128K +2, joystick, magazines and over £600 of original games including Batman, R-Type, Cybernoid 2 and Robocop. Sell all for £275 ono. Phone (021) 7332934 and ask for John.

Bard's Tale + Elite Editors, Elite loads only from tape but is available on disk. Disk £4.00, tape £2.00 (each). Cheques made payable to P. Flynn. Send to P. Flynn, 45 Apollo Way, Bootle, Merseyside L30 7PH (Send SAE for more info).

Spectrum +2 computer, lightgun, joystick, £900+ software, all original top games, user mags. Everything in excellent condition £475 ono. Quick sale. Phone (061) 864 1582 after 4pm.

Bargain of a lifetime. Spectrum +3, 24 games on disk eg Robocop, Chase HQ, Renegade, Barbarian etc., tape recorder and lead, 2 joysticks. Excellent condition. Offers £250+. Contact Mathew on (0274) 568908. Ring between 6.30pm and 7.30pm. Address Bradford area.

● USER GROUPS

Spectrum utilities, programming, graphics, info. Get "OUTLET!" (monthly since 1987!) on +3 disk, Disciple/+D, Opus, microdrive, cassette. Latest issue £2.50 to newcomers! Ron Cavers, 605 Loughborough Road, Birstall, Leicester LE4 4NJ.

● FANZINES

TURBO, Sam Coupe fanzine, features game reviews, serious software, adventure section, previews, interviews. Subscribers can use our PD library. £5 for 5 issues, £10 for 11. Cheque payable to A. Betts or SAE for info to TURBO, 8 Healey, Tamworth, Staffs. B77 2RF.

Adventure the Official magazine, not just for computer players, 32 Splendifolous pages; Send (your games in for revue & advertising details, including=) stamped SAE + 60p for current issue to: E. Adventure, 262 High Street Lewisham, London, SE13 6JX.

● MISCELLANEOUS

"HOOP!" 'Knockout'- 1/2 player boxing + strategy. 'GP Riders' fast menu driven strategy. 'Spi-Droid' - addictive 'Spindizzy' clone: All £2.99 each. Any 2: £4.99. All 3: £6.99. Games sent 1st class! Coming soon: GTi Simulator - 1/2 players, 100% M.Code. SAE for details: V. Vity, Cr 75, 11 Willow Gr., Bare, Morecambe, Lancs. "Sche yas now!"

"Gladius" - Vinsoft's new Master label launches off with: 'Laser War' - 100% M.Code, 1/2 players, + more! Based on the "Tron" film theme - £4.99! Coming soon: All 100% M.Code: Soccer Manager, A Fruit Machine Sim., Star Warriors, + more! V. Vity, CR 75, 11 Willow Gr., Bare, Morecambe, Lancs.: SAE '4' details.

DORBIT - sci fi PBM. You control a city and must take over the chaotic planet. Loads of wacky encounters. 21 players only, so hurry now! Start-up £2.50, turns £1. For more details: 227 Warning Tongue Lane, Cantley, Doncaster, S.Yorks DN4 6TT.

Deathdroid, Cell Runner and International Elite League, all available for just £2.99 inc. P&P from Bodgesoft, c/o Mark Shutz, 24 Alexander Avenue, Enderby, Leicester LE9 5NA. Chq's and postal orders payable to Mark Shutz.

MEGAPRIX's 3rd season. Join now to take part in Britains best PBM motor racing game. 30 teams, 65 drivers, 16 Grand Prix. Start-up £2, turns 50p. More details SAE M.Sims, 76 Mount Road, Canterbury, Kent CT1 1YF.

Pontoon/Higher Lower, for those who like a more simple game. No fancy sound effects! No fancy graphics! But extremely addictive! £1.99 (£3.99 +3 disk). Fantasy Software, 43 Russell Road, Gravesend, Kent DA12 2RT.

A Fistful Of Blood Capsules, £4.50. This hilarious 3 part adventure, with you playing the Sheriff of Bodge City, Mr. Quiet Slurp, is available from Fantasy Software, 43 Russell Road, Gravesend, Kent DA12 2RT.

Forgotten Island, Fantasy Software's very first graphic adventure. Can you escape from this evil island or perish! Only £1.99. Fantasy Software, 43 Russell Road, Gravesend, Kent DA12 2RT. ...excellent value for money! C.C.C.

Fairly Difficult Mission, £4.50. This four part graphic adventure, written by Zodiac Soft, is available from Fantasy Software, 43 Russell Road, Gravesend, Kent DA12 2RT. ... a great challenge and very funny....

COMPO WINNERS

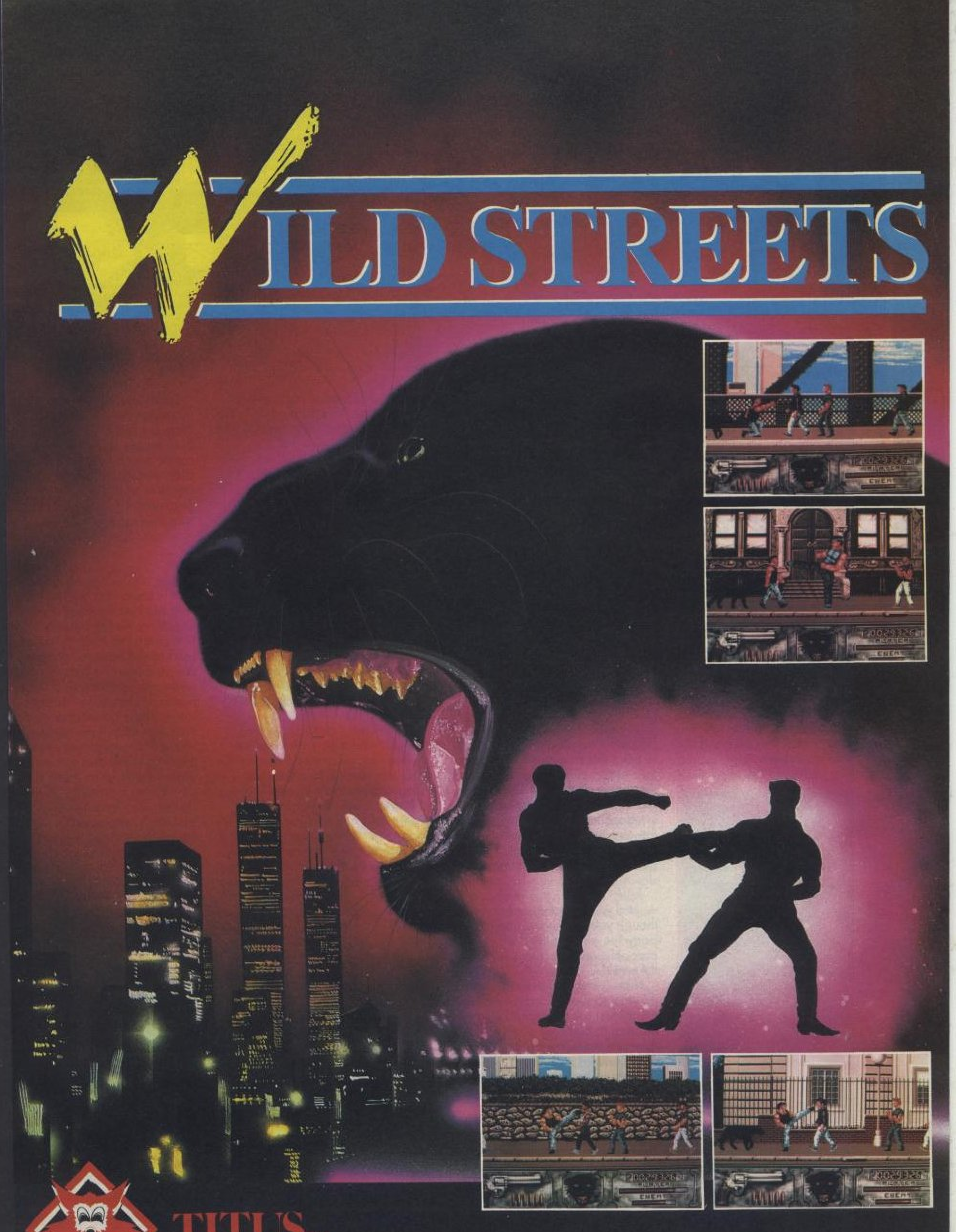
No waiting about, because we bet nobody can wait to see who won the *Gimme Gimme Gimme That Sam Coupe Compo* from issue 73. Well, wait no longer because it was Craig Dann, Knottingley WF11 8AZ **and he gets a SAM Coupe and disk drive (see review this issue)!!**

Moving along, here's the winners of US Gold's *Incredibly Heavy, Heavy Metal Compo*. The winner who receives a remote controlled Tank, a copy of Heavy Metal and a T-shirt is S Reece, Burgess Hill RH15 0UF. **And the 25 Runners-up who each receive a copy of the game (on cassette) and a T-shirt are:**

Stephen Maule, Newcastle NE3 2YH; A Jones, Oldham OL9 7QY; Andrew Blackreah, Farnborough GU14 6LF; Anthony Darby, Wilnslow SK9 6HN; Victor Edwards, Castleford WF10 2HX; Laura Woodward, Nailsea BS19 2TP; Antony Reay, Penrith CA10 11EF; Nick Ball, Abingdon OX14 1QE; Martin Drinkwater, Middlesbrough TS9 5EU; Brian Hughes, Broxburn EH52 5HX; Graham Waterfield, Ashby LE6 5LA; Ian Simpson, Gosport PO12 4RR; John Curran, Rugeley WS15 2LZ; James Blannin, Bristol BS15 1LX; Mark Lunn, Walsall WS5 4HR; Colin MacDonald, Dundee DD5 4RZ; Nick Jepson, Rotherham S61 2SW; Alex Fisher, Manchester M12

5LP; Colin Shepherd, Rugeley WS15 2XN; Jason McBurnie, Dewsbury WF12 7PL; Andrew Coleman, Birmingham B29 7FPZ; Richard Bailey, Newton-Le-Willows WA12 0DR; David Frearss, Rowhah CA26 3XJ; K P Wheeler, London SE16; Richard White, Doncaster DN3 2LB.

● **You could be a winner too! Don't miss out on any of CRASH's exciting compos!!**


WILD STREETS
TITUS TM

crash reader's awards ceremony

Hosted by Robin Candy



● Ladies and Gentlemen, welcome to the CRASH Readers' Awards Poll Winners Party!

For years now Spectrum games have led the field in design and innovation, and CRASH and its readers have always been in the forefront when it comes to promoting the achievements of those who produce them. So who better to ask for their views on the software releases of 1989 than the readers of CRASH?

Tonight anyone who's anyone in the software industry is assembled in the *Barbara Cartland* suite of Ludlow's answer to the *Savoy Hotel* (local pub in other words) awaiting to hear your views.

Let's give a cheer for your host on this resplendent occasion: none other than former CRASH tipster, the famous Robin Candy!
(Cheering — and the odd boo.)
Take it away, Robin



● Best Overall Game

This is probably the most prestigious award for a software house to win. Past winners are regarded as classic games, the kind you return to time and time again without getting bored. Releases such as *Ghouls 'N' Ghosts* and *Hard Drivin'* made 1989 another great year for Spectrum games. But for the second year running this category was dominated by **Ocean**. To announce the winner here's **Nick*DJ* Roberts** — and girlfriend **Julie**.

Julie: 'Oh Nick, you're so dreamy. Each month I cut out your picture from the top of the Playing Tips and stick it on my bedroom wall. All my friends are jealous of me. Oh Nick, you're wonderful.'

Nick: 'Chooor, Julie you're not bad yerself. I'd do anything for ya, I'd even go to **Boots** (knowarrimean?). But keep yer hands off me for a minute, I've got to open this envelope and read out the — ouch! Gerroff! — Right then the winner of the **Best Overall Game of 1989** is...(rips open envelope in a designed-to-impress-the-girlfriend manner) some Chinese game. Eh? Oops, sorry I'm holding the results paper upside down'.

Julie: 'Oh Nick you're so funny — and you've got a car (even though you've only insured it third party fire and theft and will probably write it off by the end of the week).'

Nick: 'I know what I'm doing — if I want to spend loads of money on my first car then spend 10p on insuring it, that's my affair. Anyroad the winner is *Batman - The Movie*.'

Licensed from the 1989 smash movie of the same name, *Batman - The Movie* is **Ocean**'s third hit with a Batman game. The previous two both received CRASH Smash *The Movie*.'

Licensed from the 1989 smash movie of the same name, *Batman - The Movie* is **Ocean**'s third hit with a Batman game. The previous two both received CRASH Smash awards and are still regarded as great games. This third game is the only one based on a particular story rather than the characters. Split into four levels your ultimate goal is to seek out and destroy the malevolent joker.

● Best Coin Op Conversion

Coin-op conversions have been with us for a good few years now. **Ocean** were largely responsible for creating their popularity, so it's no surprise to find that they dominate this category.

(Crash, bang, wallop, mutter, sound of general mayhem somewhat akin to that made by a bull in a china shop.)

If you hadn't already guessed from the noise, here to announce the the nominations and present the award is **Mark *who stuck that filing cabinet there* Caswell.**

Mark: 'Coo, I've only had four gallons of extra caffeine coffee today so I'm not my usual talking-to-PR-girlies-for-hours-on-end self. But bear with me a mo while I get myself together (audience waits for an age while he searches through his coat for the golden envelope). Here it is! Coo, and the winner is *The New Zealand Story*.'



Probably one of the most original arcade games for a long time: *The New Zealand Story*'s success was built entirely on addictive gameplay rather than a gimmicky arcade cabinet. **Ocean**'s conversion captures all the cuteness of the original and was a hit across all formats.

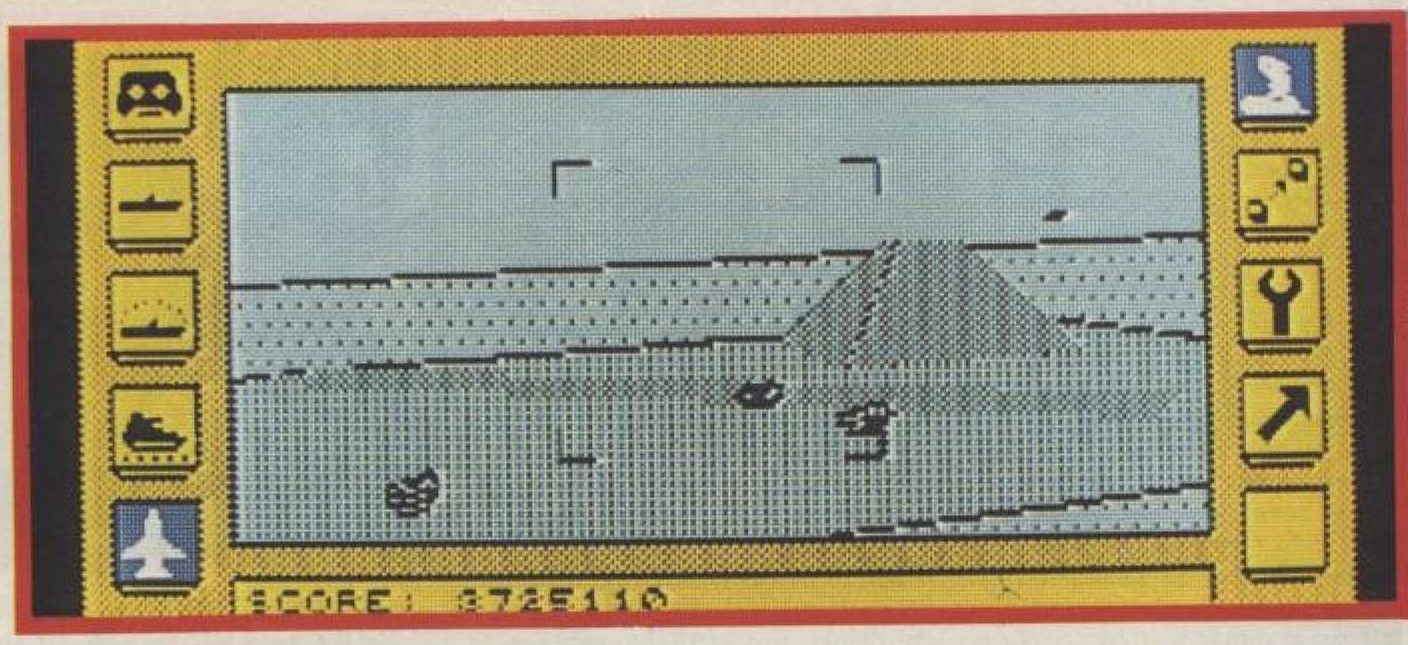
● Best Non Coin Op Licence

Film licenses and the like have been with us since the early days of the Spectrum. As far back as 1984 films were been being licensed and used as the basis for games. Of course many of the early games sold on the popularity of the licensed products rather than the merits of the games themselves. And this led to the whole original-versus-licensed games debate. It's pleasing to see that software houses are now putting as much effort into developing a good game as they do pursuing the license deal. All this year's nominees are top-class games in their own right. To announce the nominations and winner here's the software cutie himself, **Richard Eddy**.

Richard: 'By jimminy, viewers. It's sooooo thrilling to be here. And the award for, hey!, best licensed game (not coin-op) goes to (ripp! Tear!

Bloomin' envelopes!), it's erm, berlimey!, it's **Ocean** for *The Untouchables*! Hurrah! Let's hear it for **Ocean**, folks! (Hurrah!)

A great example of how a licensed game can turn out when properly done: *The Untouchables* follows the plot of the film as well as any computer can hope for without compromising gameplay. Graphics are great, the game addictive. All in all, another slick product from **Ocean**!

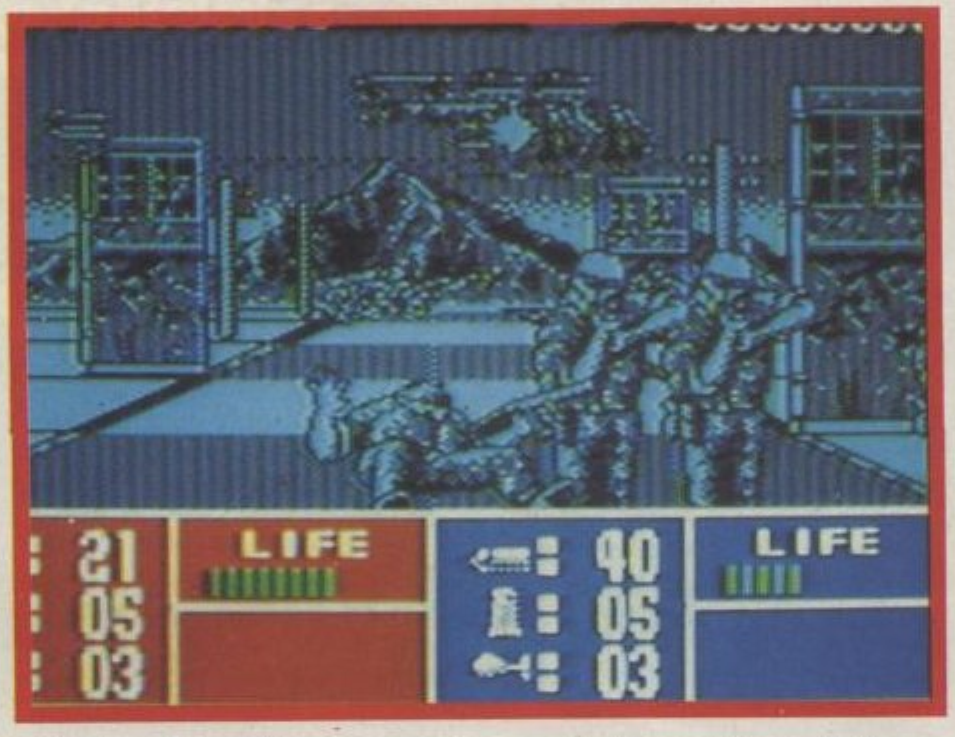


● Best Original Game

In times like these, when the software market is dominated by arcade and film licenses, truly original games seem to be few and far between. In the past the Spectrum led the field in original product, but now has to content itself with the odd gem. 'International Treasure Hunter' and CRASH designer **Mel Fisher** was to make the award, but his car has broken down somewhere between here and Dudley, so we'll have to proceed without him.

The winner for best original game goes to **Rainbird** for *Carrier Command*.

Originally programmed for the 16-bits, *Carrier Command* was one of those games which they said couldn't be done on the Speccy. So long-time Spectrum programmers **Realtime** (a CRASH discovery years ago) went and proved everyone wrong by producing one of the best non arcade games to ever appear on an 8-bit computer.



● Best Adventure

The Spectrum more than any other computer was responsible for changing the face of adventuring. Early games were text only with poor input parsers. It wasn't just a matter of solving problems, but also choosing the correct phrases to make the computer understand what it was you wanted to do. *The Hobbit* introduced graphics to the genre and featured, at the time, a very sophisticated input parser.

Some say working with **Nick Roberts** is an adventure, others maintain that driving with him is the closest you can get to being your own Indiana Jones, so who better to make the award for best adventure than **Nick**'s driving instructor **Les Bytheway**.

Les: 'When I was a lad, if you wanted adventure you'd get some of your friends to tie you up, smear you in jam and sit you on a wasps' nest. We played real games in those days. None of this namby pamby computer stuff. I didn't get where I am today without getting smeared in jam a few times. Kids today have it easy. They never want to wait for anything, always in a hurry. Take that **Nick Roberts** for example, always too eager on the accelerator, never knew the meaning of the word brake. How he passed his test is beyond me, turned my hair white he did when he attempted a three point turn. Thought you got brownie points if you did it in one. (Get on with it - three million readers). Impatient lot. The winner is *Myth*.'

Bit of a surprise this one since the game wasn't widely available. Programmed by top adventure team **Magnetic Scrolls** *Myth* was given away free when you joined the adventurers' club **Official Secrets**. Nevertheless, a great game and a worthy winner.

● Best Strategy

Strategy games have rarely been popular with the mainstream games buying public, but every now and then one of them pops up to show us how good they really can be. Such notables as *Lords Of Midnight* and *Doomdark's Revenge* are still regarded as great games. This year's winner is another game to add to that list. Lloyd Mangram was to make the presentation, but unfortunately with office moves in progress, he's had to stay behind and supervise the move of his 1922 Hermes typewriter (apparently they're very heavy). CRASH readers were almost united in their choice for the winner of this category, with *Times Of Lore* from **Origin** receiving over ten times the number of votes as the nearest runner up *Heroes Of Lance*.

● Best Graphics

Despite attribute problems, the Spectrum has always been capable of producing a good picture when in the hands of a talented graphic artist. However, this category not only takes into consideration the graphics but also the animation. Drawing a pretty picture is one thing, but getting it to move smoothly and realistically can push a graphic artist to his limits. One time pixel star and full-time cartoon caperer, **Jetman** has bumbled his way across the universe to make the award.

Jetman: 'Bwa. I yam Jetman and hero of the planet earth! And I yam here to present this award thingy for the bestest graphics. Of course none of them is as good as me, so they aren't the bestest graphics really. Loony CRASH readers voted *Operation Thunderbolt* as the game with the bestest graphics, but this here bang stick says that I yam the bestest graphic and I yam goin' to keep this here award.' (goes on in this manner until withstrained by several large men in white coats).

● Best Sound

The Spectrum has never been noted for its sonic capabilities. It wasn't until the release of the Spectrum 128 in 1986 that it was capable of producing anything other than a basic beep. Spectrums these days contain the same three channel sound chip as the Atari ST and the Amstrad CPC range, as well as the old buzzer. By clever programming techniques it's possible to combine the output from the sound chip and the buzzer to give an incredible six channels of music. CRASH Art Director and budding pop star **Markie Kendrick** announces the winner.

Markie: 'Hey music lovers! Don't I look like **Mark Shaw** from **Then Jerico**? I'm in a synth pop band called **Fused** and I'm going to be famous. I love me! Come on girlies, let me hear you scream! Right then, when you've all calmed down I'll announce the winner (has to wait about one trillionth of a second for all the girlies to calm down). The grooviest tune to appear on the Spectrum in 1989 was featured in... **US Gold**'s *Ghouls 'N'Ghosts*.

● Best Software House

There could only be one winner in this category. No other software

house has managed to produce as many top quality games in one year, and their performance in the other award categories only confirms the esteem in which CRASH readers hold their games. Inevitably the winner is **Ocean**.

● Best Advertisement

Advertising has always been an important part of the software business. Magazines rely on the revenue that it generates, while a good ad campaign can boost sales of even a poor game. Software houses have tried any number of ploys to fix their product in the minds of the buying public, from stunning artwork, scantily clad females to simple bold mono teaser ads. Subject of an ad campaign himself **MGT**'s **Sam** announces the winner.

: 'Beep, whirr, whiz, click, fizzle, beep, pop, grrrrr. Splatter, boop, chizz, beep.'

Which roughly translates as 'The winner is the ad for **Ocean**'s *Cabal*.'



● Best Budget Game

The quality of budget software has improved tremendously over the years. Originally it was very substandard product, stuff that would never sell at full price. There were notable exceptions, such as **Firebird**'s *Booty*, but by and large you paid your money and took your chances. These days budget software also includes classic rereleases. If you buy a rerelease game, you're almost certainly getting something pretty good, since there is little point in rereleasing something which everyone knows is duff. However, despite the attraction of rerelease games CRASH readers preferred something more original.

To announce the winner here's CRASH mail (or should that be male) order supremo **Aunt Aggie**. something more original.

To announce the winner here's CRASH mail (or should that be male) order supremo **Aunt Aggie**.

Aunt Aggie: '(hic) Ooo I love this buck's fizz. The bubbles go straight to my head (hic). 'Ere Jackie, who's that bloke on that table over there (goes off stage and grabs side-kick **Jackie Morris** — from our ad dept., then points at a blushing software company rep). He'll do for me (hic). Hold on a minute everybody while I tear open this envelope. Right then, the winner is *Treasure Island Dizzy 3* from those lovely **Darling** boys and **CodeMasters** (hic).'

● Best Newcomer

The Spectrum has been around for eight years now. Each year there's a major new development, or a new software house emerges to become the one to watch. Even at a time when 16-bit computers are becoming increasingly dominant, the Spectrum can still grab the headlines. CRASH has just moved into a new building, so we thought we'd get one of the builders to make the award.

Builder: 'Ere, you canna move in yet. We anna finished. We've got to put blobs of paint on all the window panes and the carpets. Then we've got to scatter wood shavings around and make some cups of tea. And when we've finished all that we've got to stand around the stairs looking serious, nod our heads and say "it's goin' to take a couple of weeks to fix that." Anyway, to keep you all happy I'll tell you who's won this award. The winner is **MGT** with the **Sam Coupe**.'

It's taken a long time coming, but the **Sam Coupe** really is a super Spectrum. Not only is it compatible with Spectrum games but its got an improved sound chip, it's capable of creating ST standard graphics, has all the add-on ports you could possibly want and costs less than £150.





● Most Disappointing Product

As well as the thrills, each year brings its fair share of disappointments, from games that looked promising but turned out to be poor, to delays in long awaited product. No strangers to disappointment (their last album was nowhere near as successful as their first) brothers **Matt** and **Luke** from **Bros** are here to make the award.

Matt: 'Wotcha! We love you all. Before we present the award we would just like to say a few words. While we've lost a few of our fans, we'd just like to thank the ones that have stuck with us through the hard times, they're the important ones. We love you.'

Luke: 'Yeah, like my bruvver says, we love our fans. You're the most important people in our lives.'

Matt: 'Yeah, right. The winner of the **Most Disappointing Product** category is the **Sinclair Magnum Light Gun**.'

Bundled with the Plus 3 the **Magnum** light gun was a throwback to the early days of the Spectrum. Previous light guns were inaccurate and there was little in the way of software support. The **Sinclair Magnum Light Gun** did little to remedy this and even produced unsightly on-screen glitches on some games. Ironically **Cheetah** also chose to release a light gun at the same time. This was a much better product; accurate, sturdy and with games specially written for it.

● And that folks brings to a close the CRASH Readers' Awards Poll Winners Party. May there be many more!

Mel Fisher: 'Err, um sorry I'm late everybody, but my car broke down (again).'

Prizes galore!

● These ten lucky Crash winners have one themselves a sack full of goodies including a 12 month subscription, a camera, a Crash T-shirt and loads more besides.

David Aitken, Glasgow. Richard Feltbower, Stoke-on-Trent. Paul Doggett, Norwich. M. Wigmore, Morpeth. Carl Finch, Duston. David Jolley, Wigan. Andrew Lake, Aberdeen. Richard Bailey, Newton-Le-Willous. Brian Highes, Broxburn. Jason Smallwood, Leeds.

Your prizes are on their way!

!!STOP PRESS!! **True to form DJ Nicko has indeed crunched his car within the first week of owning it.**

PREVIEWS

What's happening, man? Where's the action? Which kool Speccy game is gonna light my fire? Welcome to the CRASH crystal ball and its tantalising glimpse of fantabulous gaming to come...

KICK THAT VIRGIN BALL!

● WORLD CUP SOCCER '90

With the World Cup not far away **Virgin** are set to release — surprise, surprise — *World Cup Soccer '90* onto your Spectrum in mid May. Will it score a goal, will it cause soccer hooliganism or will it be just another muddy pitch? Find out in a CRASH to come. For now it's promises: the program should sport free kicks, goal kicks, two player/one player against the computer options and a skill level that will increase with each round played. The game purports to follow the real sporting event very closely. Make sure your team wins all its matches to be in with a chance to go for the big prize - the World Cup, but then you're hardly likely to want to play to lose, are you?



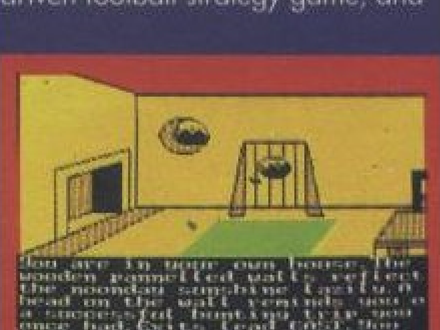
PSYCHO HEDGEHOG!



Who? **Psychaedelic Hedgehog Software**. Never 'eard of 'em. Well, you have now. They're a small software house based in Lancashire on the verge of releasing three new titles: *International Cricket Manager* (thank God not soccer!), *Assassin*, where you take the part of **Bob Fossington Kiwi**, freelance mercenary and assassin, to kill all and sundry, and *A Shadow On Glass* which transports us to a mystical land filled with elves, glass orbs and over 140 locations chock full of mind mangling puzzles. *International Cricket Manager* will be £9.99, with the other two a mere £5.99 each.



Hedgehog have two more titles up the spikes: *Freaky Footy*, an icon driven football strategy game, and *The Saga Of A Mad Barbarian*, a 100,000 (!) location fantasy role playing style program. And with that many locations to explore, no wonder he's mad!





SUNNY RETIREMENT ENDS IN DARKNESS!

● IMPOSSAMOLE

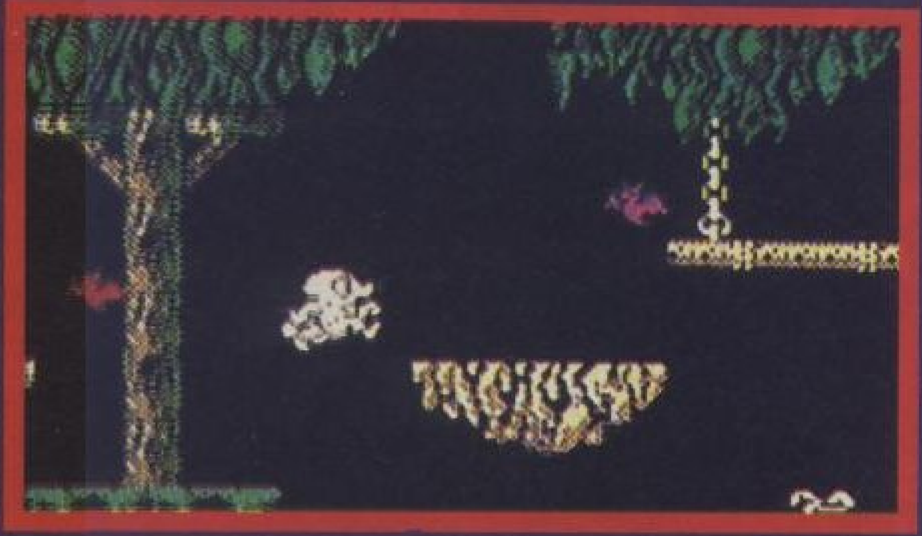
It's true he is back! Monty Mole, legendary hero of many adventures, has been coaxed into a bid for renewed stardom by **Gremlin**. Monty's escapades in *Impossamole* begin in his luxury tropical paradise, financed by his former success for a sunny early retirement, as he sunbathes on his personal beach.

Suddenly, out of the blue, so to speak, a large cloud shrouds his island in darkness and a

disembodied voice booms out: Monty is the 'Chosen One' who must vanquish five Guardians.

Each Guardian will relinquish an artifact when destroyed, and Monty is promised a reward for each item returned to the mysterious source of the noisy voice. Bored with the quiet life, he dons his trusty track suit and red cape and prepares for the adventure of a lifetime. *Impossamole* is a four-level platform game where super hero Monty kicks, throws bombs and shoots all and sundry who stand in his way (serves 'em right too) through the Orient, the Klondike Mines, the Ice World and Amazon Forest. Some enemy creatures he'll find easy to kill, others will chase him mercilessly. And then there are the Guardians!

What a brave little chap he is. See him laugh in the face of danger any moment now.

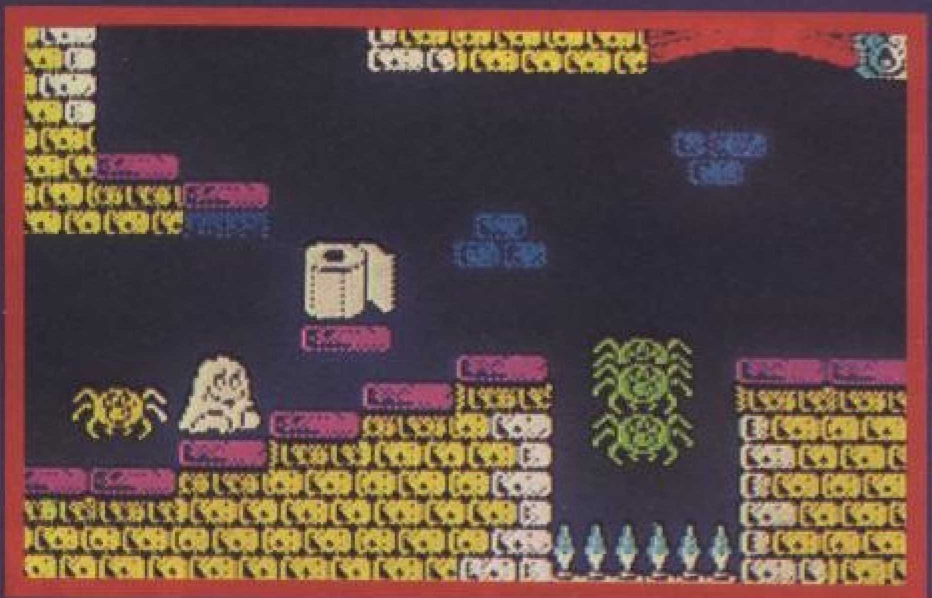




IN SPACE EVERYONE CAN FEEL YOUR SHOTS...

● DELTA CHARGE!

Delta Charge! from **Thalamus** is about to blast from deep space onto the Speccy. It looks like being a fabbo shoot-'em-up with aliens galore to wipe out. Sent out to an uncharted region of space called 'Delta' to investigate the disappearance of some Terran ships, you find yourself trapped by the dark perpetrators of Earth's imminent death: time to teach them a lesson or two in manners. *Delta Charge!* should fire all cannon in April...





WHITE SHEETS AND LOO PAPER...

● BLINKY'S SCAREY SCHOOL

Whooo, it's a scarey ghostie. Well actually it's the new release from **Zeppelin**, *Blinky's Scarey School*. Play a white-sheeted hero who moves from room to room picking up such puzzling items as loo paper, — and even more loo paper!! All will be explained when the game makes an apparition on a Speccy near you soon...

STORM AND DELIVER!

● STORMLORD II

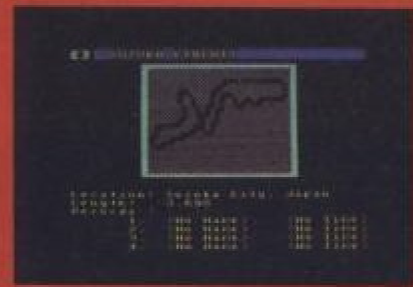
The sequel to **Hewson**'s smashing *Stormlord* is on its way and — toss us down with the toads! — if it isn't dubbed *Deliverance*.

Stormlord commences his mission in Hell from where he has to rescue the fairies held captive by the followers of the **Black Queen**. Travel through caves, mines, crypts and forests until reaching Heaven where **Saint Peter** is waiting to help out. Enemies include arrow-firing cupids, togibofs (hopping green trolls!), zombies, vampires and other assorted gremlins. Spook! Hammering out the code is one-time CRASH diarist **Raffaele Cecco**, and painting with pixels is **Nick Jones**. Check it out in April from **Hewson**.









HOT AND THROBBING!

● THE CYCLES

Motor racing games like *Chase HQ, Hard Drivin'* and *Turbo Outrun* are rife at the moment, and now **Accolade** bring news of yet another. But fear not because *The Cycles* is a motor cycle racing game that all tin legged Barry Sheene fans should love. On a recent visit to the swank new **Accolade** offices we managed to arm wrestle the programmer into showing us his efforts, and although not yet quite finished, the game is looking very good indeed. Not surprisingly, the basic idea is to put yourself into the hot seat of a bike, and race round 15 of the world's most exciting courses.

There will be three bikes on offer: a 150cc wimpo machine, a 250cc boy racer, and a 500cc suicide bullet none but the certifiably insane should try (so we tried it). You'll get five different skill levels, and in the same style as *Test Drive* a difficulty meter will be present. Attention to graphic detail is promised to be second to none.

Smooth scrolling, nine difficult to beat opponents and an uncompromising time limit should all add up to a great sense of realism. Feel the throb of *The Cycles* some time in April!



GALACTIC DEATH THREAT!

● A.M.C.

French **Dinamic Software** threaten the peace of the land with their latest offering: the **Deathbringers** are coming to take over the galaxy! This horde of criminals of many different species must be stopped at all costs, and only **A.M.C.** can do it.

The **Astro Marine Corps** patrol the galaxy armed to the teeth — to cope with any eventuality! They're equipped with nine types of weapons: grenades, flamethrowers, conventional(!) photolasers, triple-shooting photolasers (which covers you on all sides), positron shields for temporary immunity and T.E.D. (Totally Effective Discharge) to wipe out everything in sight. And will they need all this hardware! Facing giant **A-34 Walkers**, the enormous reptilian **Krauer** and the huge armoured cyborg known as the **Great Alien King**, to name but a few of the 25 different characters, won't be fun! Only the best **A.M.C.** member will survive...

Dinamic promise double plane scroll and non clash full colour, and the screenshots look well hard — get your trigger fingers ready, A.M.C. will be here soon!

Right, enough crystal balls! More next munf. Where's the reviews then...?

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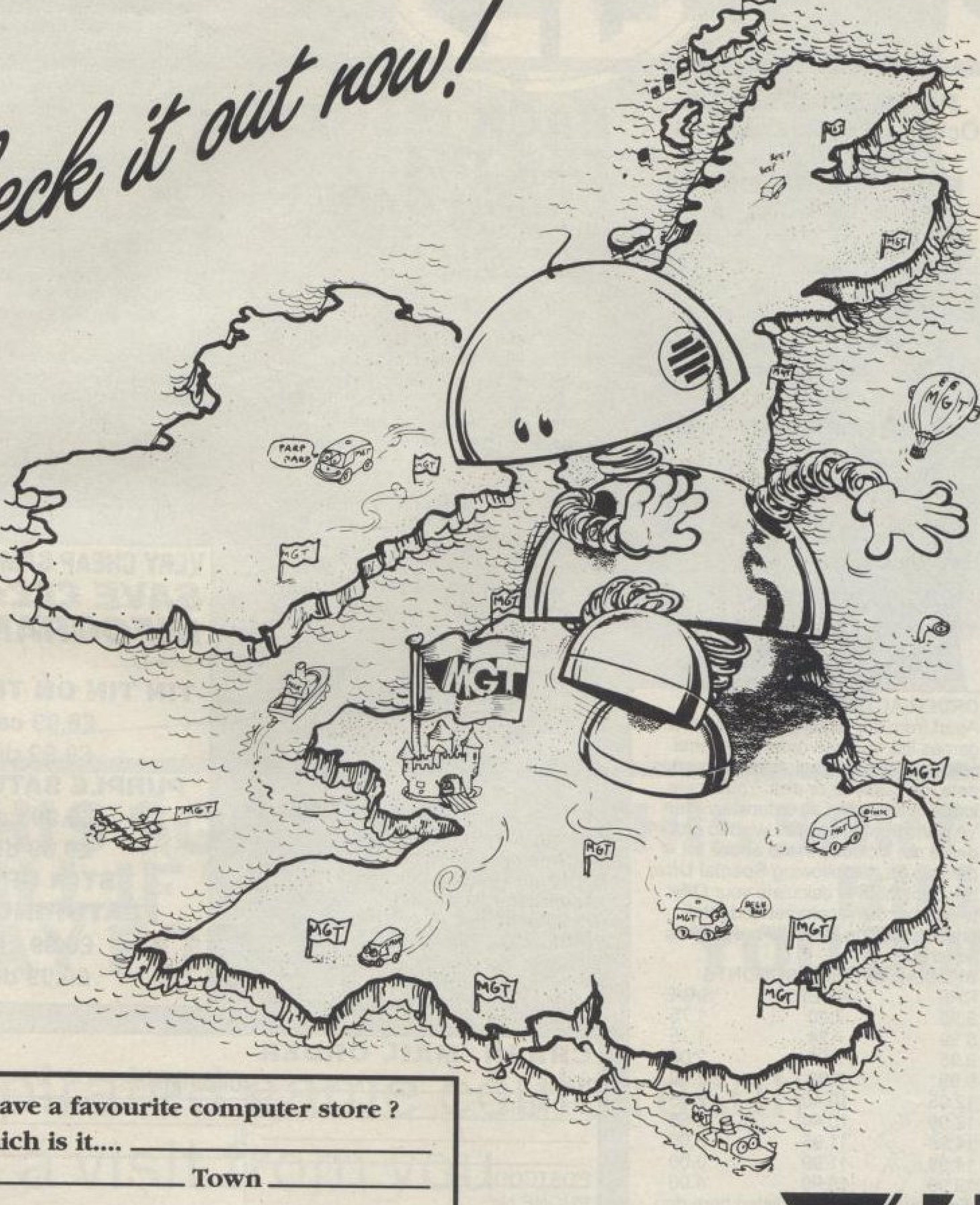
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68 Four freaky games! **Rockman** (Mastertronic)! **Temple of Vran** (Incentive)! **Super Sleuth** (Gremlin)! **Sceptre Of Bagdad** (Atlantis)! INSIDE: Tusker's hunt for the Elephants' Graveyard! Tips and a Rick Dangerous Map special!!

69 Four flippy games on tape!! **Super Soccer** (Ocean), **Zanthrax** (Powertape), **Delta Wing** (Mastertronic), **The Final Mission** (Incentive)!! INSIDE: System 3's new duo! The Defender Light Gun explored! Plus all the action and heaps of tips!

70 Four fun games on tape! **Pogo** (Ocean)! **Sam Stoat** (Gremlin)! **Chiller** (Mastertronic), **Action Farce II** (Powertape)! INSIDE: Arcade action! Comix! Football poster! More Rick Dangerous mapped!

71 Six smashing games on tape! **Cosmic Wartoad** (Ocean)! **Super Stuntman** (CodeMasters)! **Incredible Shrinking Fireman** (Mastertronic)! **Locomotion** (Mastertronic)! **Deja Vu** (Powertape)! **HyperLane** (PowerTape)! INSIDE: CD on the Speccy preview interview! Mel Croucher checks out the SAM Coupe and tells us about writing a manual! Tips, Jetman and loads more!!

72 Five fantastic games on tape!! **Split Personalities** (Domark)! **Dizzy II Special CRASH Edition** (CodeMasters)! **Winter Wonderland** (Incentive)! **Action Biker** (Mastertronic)! **Stars & Stripes** (PowerTape)! INSIDE: Bo Jangeborg interview! Dizzy — are the Oliver Twins completely potty?! Plus tips, reviews and loads more!

73 Four fab games on tape!! **Eskimo Eddie** (Ocean)! **Apache Gold** (Incentive)! **Jason's Gem** (Mastertronic)! **Egghead** (Powertape)! Plus Pokemania! INSIDE: Speccy CD system tested! Arcades! All the games and action in Live Circuit!!

74 Four frog-like games on tape!! **Gilligan's Gold** (Ocean)! **1985** (Mastertronic)! **Karyssia — Part I** (Incentive)! **Mission Fallout** (PowerTape)! INSIDE: The Sam Coupe — the complete guide to the super Speccy — four page special!! Big fat Budget bonanza! DJ Nicko and more!

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Nick's PLAYING TIPS

April, what a month, eh, ladz? What with planning April fool jokes and drooling over the loads of Easter eggs to scoff, I've found it hard to find time to write the tips. That's why the next four pages are blank... ha, I bet that had you worried! No? Alright then:

I've really got some great maps of *Ghouls and Ghosts*, tips on a mountain of games including *Snoopy*, *Ghostbusters II* and a slightly alternative guide to playing *Hard Drivin'*! I really don't know how I've managed to squeeze it all into this small space. The £40 of software this month goes to none other than Lee Guest **of Wolverhampton for his speed in completing *Snoopy*.**

So what else is new in CRASH Towers, I hear you cry! (For a start DJ Nicko **has a girlfriend — Ed) Believe it or not, we are (or have by the time you read this) moving to a posh new office the other side of sleepy Ludlow. No more complaining about the rising damp or blaming the wet carpet on** Mark Caswell **— it's all brand spanking new! Cor, I wonder where I'm going to put my gigantic collection of old cassettes? In the bin probably!**

SNOOPY

You've got a very big head and no hair Charlie Brown!'. Well that's what Snoopy would probably say if he could talk. Yes, it's two complete solutions to the brill game featuring everybody's favourite beadle, and no I don't mean Jeremy! This is from Lee *'Pedigree Chum'* Guest **of Wolverhampton.**

Solution One

First of all pick up the bowl, eat the food then drop the bowl. Next go into the kennel, pick up the typewriter, go outside the kennel, type a letter, put typewriter back in the kennel and pick up letter. Give letter to **Charlie Brown**. Next pick up cookie jar, eat cookies (yum, yum) and make your way to the river bank. Catch the frog in the jar then drop the jar with the frog in it. Next find the football (usually outside the school). Stand on the edge of the river bank and throw it into the water (this gives you the space filler so you can jump across the whole river). Next find the catapult, pick it up (it's usually under the apple tree). Correct timing is essential here: jump from the river edge onto the first barrel, immediately jump off the barrel onto the stump, get the timing of the ball and other barrel right, then keep jumping until you're on the other side (this is very tricky, but practice makes perfect).

Now you're at the well. Wait for balloons to fly up, and fire at them with the catapult, take the pump (don't worry about jumping back, because if you fall in you're put back on the other side!). Next, drop the pump under the tree with the kite in it. Go to **Linus**' house and take the rubber ring from **Lucy**, drop the rubber ring under the same tree (be careful not to drop it anywhere else as you can't pick it up again!). Now pick up the pump and stand under the rubber ring, pump up the ring. When the ring is inflated drop the pump and walk to the left side of the screen. Face the ring and press jump, making sure you will jump through the rubber ring. This will, if you were in the right place, knock the kite from the tree.

Pick up the kite, make your way to the scoreboard screen and drop the kite. **Charlie Brown** will usually be on this screen now. If he is, give the kite to him, if not give it him when you see him. **Charlie** will fly the kite on the screen with the apple in the tree: when he does, pick up the key he's dropped. Go to the school, in the locker room there's a locker with a bit of towel showing. Open it with the key and pick up the towel. Finally give the towel to **Linus** and start the tape!

Solution Two

Do everything as in **Solution One** until you get the pump. Take the pump to the score board, drop the pump. Go to **Linus**' house and take the rubber ring from **Lucy**. Drop it in between the rain cloud and the score board. Use the pump to inflate the rubber ring, drop the pump, walk to the right of the screen, face the cloud and jump through the ring: you should now be on the other side of the cloud. Pick up the brick, walk to the tree with the apple in it, throw the brick at the apple: the apple will fall.

Take the apple to the teacher's desk in the school. It should be exchanged for a whistle. Pick up the whistle and blow it next to **Peppermint Paddy**. This wakes her up and she'll drop a pair of scissors. Drop the whistle, take the scissors. Go to **Charlie Brown**'s house. On the doorstep is a parcel, use the scissors to open it. Drop the scissors and pick up the bust. Take it to **Linus**' house and give it to **Schroeder**. Walk right until you get to **Lucy**. Just as you're about to get to her she disappears. Turn around and go back to the kitchen. With a bit of luck the washing machine door will be open, and lying on the floor is the towel. Finally give the towel to **Linus** and start the tape.

If you get bored!

A handy little tip this one. If you are getting a little peeved with all the stomping about, just get either the scissors or the bust and drop them in the rain cloud from the left side. **Snoopy** is dragged away by **Charlie Brown** and the game crashes!

THE UNTOUCHABLES

Another brilliant game from *Ocean*.The Untouchables **is a real challenge with bottles and bullets flying everywhere. You now have someone to help you out on level two,** Guy Wilkes **of Leicester to be exact, with a few tips and a map.**

★ Although the map may not look all that useful it is essential as it tells you where the next barrel is. Once you've shot barrel one go for barrel two, barrel three, etc. When you get to barrel 20, shoot it then go for barrel one, two, etc again. You must shoot 32 barrels to finish the level.

★ For the rest of the game it's important that **Stone**, **Ness** and **Wallis** survive, so once one is on low energy swop to someone else.

★ The worst thing to be hit by is a flying bottle, so dodge these at all costs.

★ Another good tip is to keep holding down fire: If anyone, or a barrel, is in the way you'll gett 'em straight away.

GHOST-BUSTERS II

Who ya gonna call? Me, because I've got the solution to this sliming good game from *Activision*. Jonathan *'Egon is my hero'* Hodgson **of Barnard Castle, Co. Durham is the ghostbuster who's sent this in. Now where's my Ghostbusters bendy toy and Ecto 1? I bet my brothers swiped 'em!**

Level 1 - Solution
Collect all the three parts then fill up the bottle at the bottom of the shaft.

Level 2 - Solution and Tips
Don't shoot, just run into the small monsters as they come in sets. After each set you get new energy. The only ones you need to worry about are the bigger monsters: shoot them with all your might.

Level 3 - Solution and Map
Get all four men down safely, then start. Get the baby (marked with a *) and blast the man. **Vigo** will come (the baby has now gone), take **Peter** and **Egon** and with two lasers blast **Vigo**. **Winston** is now possessed. Shoot him with one laser and he will move, move him to the picture frame and you've worn!

OOOPS — SORRY!!!
Remember the *Deja-Vu* map we printed in issue 73? It was great, and the person who devised it thinks so too. Unfortunately I totally forgot to give credit where it was due, so here we go: **Malcolm Poweer** of Troon, Ayrshire is the cleveer clogs who got to the bottomm of *Deja-Vu*!

CHEAT MODE MOTEL

DIZZY 2

On the title screen hold down the keys P, O and A. Then press ENTER. Keep them all pressed until the game starts and Dizzy's arms move. Press C and Dizzy should disappear! Use Z and X to select the screen you want now, and space to resume play. Remember you still need the snorkel to go in the water.
(Jonathan Hale)

CHASE HQ

When you redefine the keys type in 'SHOCKED' and then ENTER. A menu will come up, and you can select these options on the logo screen... 1-5: view logo animation, 6: enter hi-score. Select these options while playing the game... 1: restart level, 2: next level, 3: go to the end screen, 4: extra credits.
(Allan Cooper)

OPERATION THUNDER-BOLT

Define your keys as 7-up, 6-down, 8-left, 9-right, 0-fire and rocket-SPACE. Player one can now choose '1' and player two can choose '2'. Select a two player game, and if you're using an interface 2 joystick you can control both guns. Double fire power!
(Stuart 'pass us another butty' Manning)

THE UNTOUC-HABLES

If you get onto the high score table type in 'HUMPHREY BOGART'. Pressing Q, W and E on any level will take you to the next level.
(Julie Woolworth)

WAR MACHINE

The screen codes for the map in the game are 0:963, 1:321 and 2:149.
(Steve Haw)

SAIGON COMBAT UNIT

To get on to part two of the game the password is 'STARLIGHT'.
(Steve Haw)

ESKIMO EDDIE

Merge the basic loader, and on line 30 before the RANDOMIZE USR statement type 'POKE 24686,24: POKE 24687,26' then RUN the program. When the game has loaded you should now go straight to the maze.
(Christopher Paramore)

POKEMANIA

It's your monthly fix of positively precious POKEs from the master of the multiface, Mr Graham '*TURNIP*' Mason. **And has he come up with the goods on the cover cassette of this issue! Just take a look at what's on offer...**
Coloseum - Infinite gladiators
Score 3020 - Infinite balls (!)
Rock - 254 cars
Guardian II - Infinite ships and smart bombs
Saigon Combat 1 - Infinite men, grenades and bullets
Saigon Combat 2 - Infinite men, grenades and bullets
Skatin' USA - CHEATS!
Myth - 255 lives
Space Harrier II - lots of men
Skateboard Kidz - Infinite lives
That should keep you lot occupied for another month. Now it's time for a little request. Stop phoning directory inquiries to try and get Graham's number! He happens to be ex-directory so all the people who have been doing this have been getting the number for another Mason: an old lady in fact, who lives up the road from Turbo. She isn't very happy about running an answering service, so from now on please write instead, OK?

MYTH

More solution to this mega game. This time levels two, three, four and five! Finish this little lot and you'll have completed the whole game. Well don't thank me (you wouldn't anyway), thank Jamie Cummings **and** Paul Hesp. **What ladz!**

Level Two - Greece 400 BC
1. Smash all pots you find.
2. Water does not kill you.
3. Smash all chests.

Get orb, stand facing the base of the statue and use your sword (the statue should blow up), r, stand next to the statue as on the first screen and hit the statue repeatedly until it blows up. Collect bag, r, go up to statue until it transforms, go off the screen to the left then back on and hide behind the pillar. Wait for the demon to go off the screen, r, get orb, r, get orb, r, stand inside the temple, crouch down. Deflect Medusa's spits with your shield, go to the platform in front of Medusa and get her with your sword. Select bag, wait for the head to turn square and then collect it, get orb, l, r, r, r, select Medusa's head, fire at Hydra's head until it vanishes, l, l, drop onto ledge, r, blast at middle head until it vanishes, do the same with the bottom head, collect orb, l, l, l, l, crouch in the temple, collect master icon, l, l, l, l, l, l, l, select master icon, stand on teleport pad.

Level Three - Scandinavia
1. Break all pots.
2. Trolls are killed with fireballs.
3. Water kills you on this level.
4. Ghosts cannot be killed.

Kill all Vikings until fireballs are found. Go to the far right of the screen and get orb, l, l, get orb, r, r, r, break chest at the top of the screen, get scroll, r, r, select scroll, wait for the fire to be extinguished. Walk to the grave, get the key, r, get orb, r, r, kill dragon with daggers from the dead trolls, r, get orb, r, select key, r, select lightning bolts and walk up to the statue's feet: fire repeatedly at the statue until it blows up. Get orb, l, l, l, get master icon, l, l, l, l, l, l, select master icon, stand on the teleport pad.

Level Four - Egypt, 3000 BC
1. Don't use the head dress blots until notified.
2. Learn the booby trapped stones.
3. Kick all boxes.
4. Be careful.

R, select gun, shoot pyramid twice, r, d, as in level two go to far right doorway and kneel down, r, get orb, r, r, kick vase, l, l, l, kneel in doorway. Go to the next doorway on the right and kneel down, l, get orb, l, l, kick jar, r, r, r, kneel in doorway, go to the next doorway on the right and kneel down, kick chest, get head dress, r, r, kick chest, get Ankh. If you need more lives walk underneath the Ankh sign on the same screen and stay there, this will replenish your lives. L, l, l, get orb, l, kick jar, r, r, kneel in doorway, go through the next doorway to the right and kneel down, r, get orb, r, r, r, kick jar, l, l, l, l, kneel in doorway, the eye should be flashing. Select the eye icon and walk over the flashing eye. Use the gun to kill mummies, r, r, r, r, select jars and wait for the flashing jars in the ground to all light up, r, select head dress, kill monster head dress, get orb, r, get master icon, kneel in doorway, l, select master icon, stand on teleport pad.

Level Five - The Duel With Dameron
Wait at the bottom of the screen for Dameron to come on, fire like hell at his mouth: his mouth should explode (yuk!). Then do the same for his eyes (double yuk!), then his back intestines (pass me the bucket!), and finally his brain (bloik!).

GHOULS 'N' GHOSTS – THE MAPS!

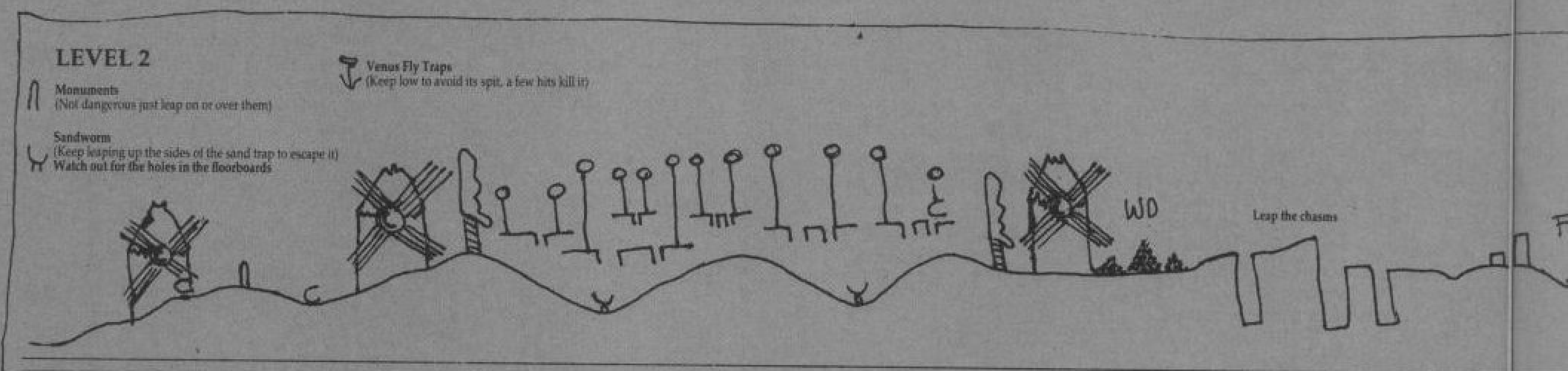
LEVEL 1

- Stocks (Not lethal, just jump on or over)
- Chest (Shoot several times to open)
- Vultures (Sneak under them and fire a few shots up at them)
- Head-lobbing Triffids (Killing them is best)
- Guillotines (Dodge under them when they're up)
- Whirlwind Demons (Some carry bags containing bonus points)
- Pig Guards (Easy to kill)



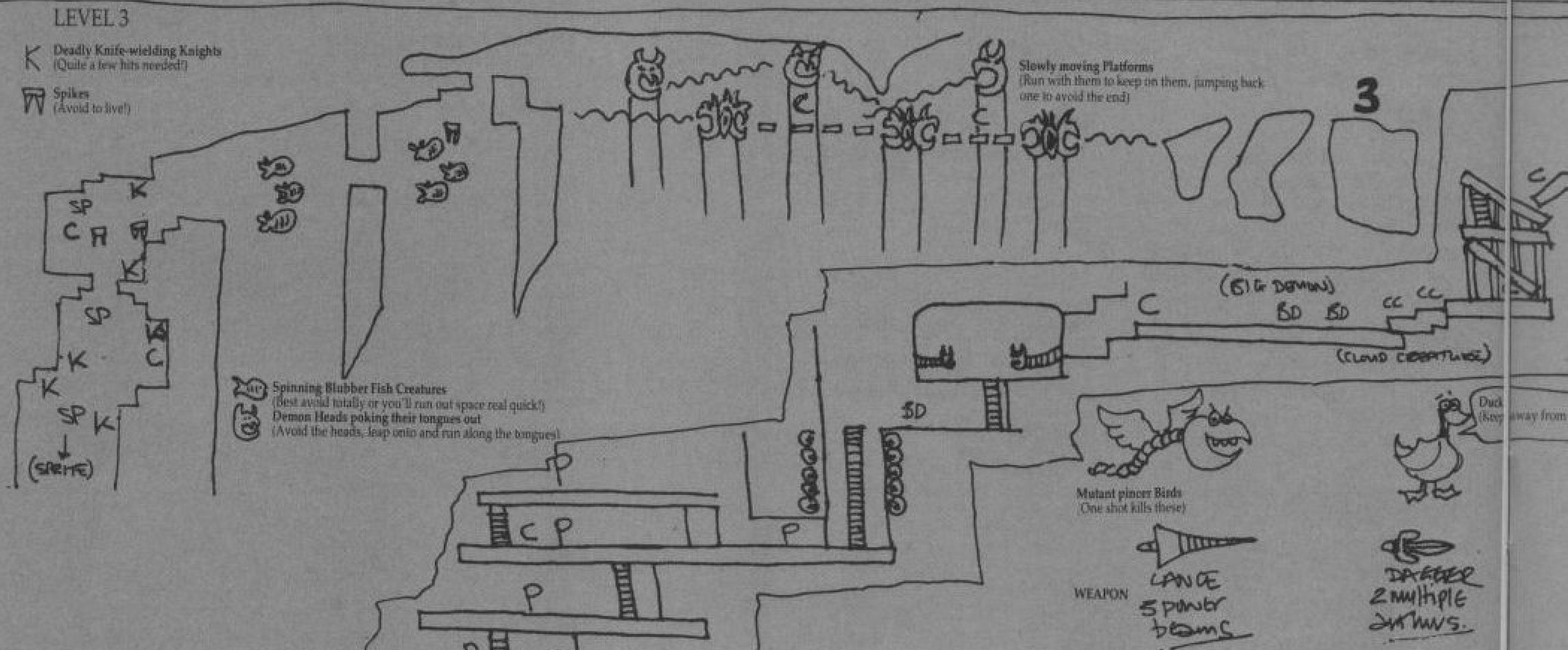
LEVEL 2

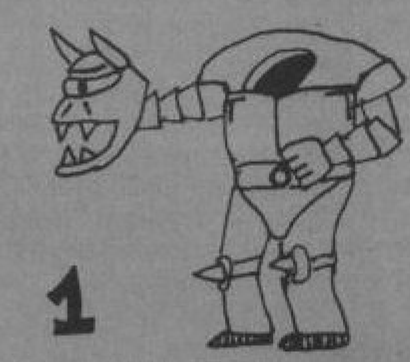
- Monuments (Not dangerous just leap on or over them)
- Sandworm (Keep leaping up the sides of the sand trap to escape it)
- **Watch out for the holes in the floorboards**
- Venus Fly Traps (Keep low to avoid its spit, a few hits kill it)



LEVEL 3

- Deadly Knife-wielding Knights (Quite a few hits needed!)
- Spikes (Avoid to live!)
- Spinning Blubber Fish Creatures (Best avoid totally or you'll run out space real quick!)
- Demon Heads poking their tongues out (Avoid the heads, leap onto and run along the tongues)





1

END OF LEVEL 1 GUARDIAN
Armoured Demon carrying his Flame-Spitting Head

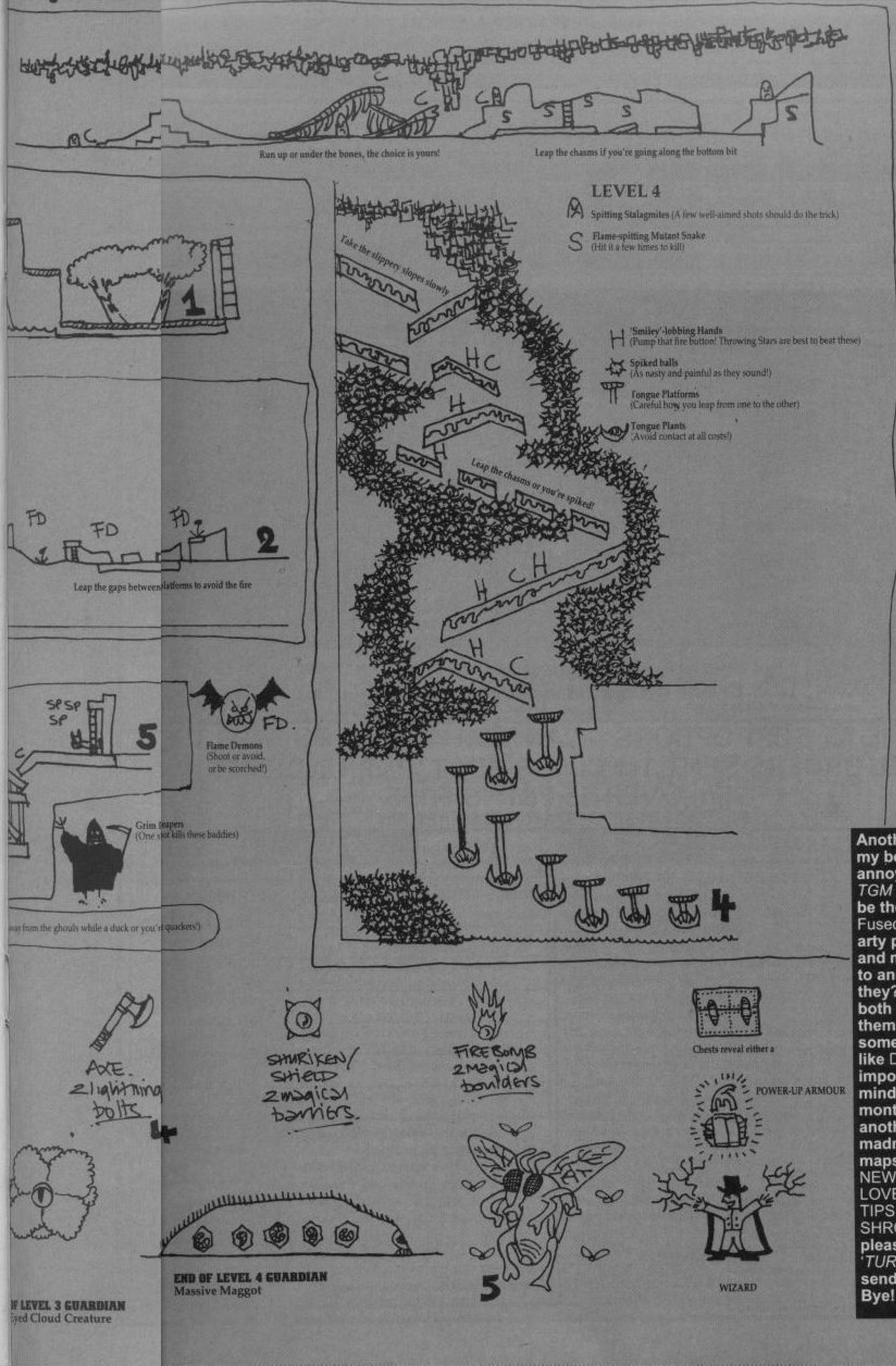


2

END OF LEVEL 2 GUARDIAN
Flaming Rottweiler Attack!!

3

END OF LEVE
One-Eyed Cl



Another Playing Tips under my belt (phwor!) and I'm off to annoy Robin Candy **up in the** *TGM* **offices. I'm supposed to be the manager of the band,** Fused, **he has formed with arty person** Mark Kendrick, **— and managers are supposed to annoy their 'artistes', aren't they? I think I'll just lock them both in a dark room and tell them to come up with something that doesn't sound like** Depeche Mode **- an impossibility perhaps? Never mind, I'll still be here next month waiting to give you another dose of tipping madness. Send all your tips, maps and cheats to...** NEWSFIELD, NICK 'TRUE LOVE' ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW. **But please, no more** Graham '*TURBO*' Mason **letters please, send them straight to him. Bye!**

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INTRODISKING SAM



Two add-on boxes are now available for the Coupe: there's the SAM Communications Interface and the External Drive Interface. Both retail at $29.95. Thrillorama, eh?

For all speedy Gonzales amongst us MGT have started shipping the 3.5" Sam disk drives. We got Franco Frey to give us the low-down...

● True, the **Sam Coupe** can speed up cassette loading and saving times to the very limits of your audio cassette recorder — thanks to its variable writing and reading speed (certainly a lot faster than the Spectrum) —, but unfortunately normal audio tape recorders are simply not designed for high speed digital data rates and what's more, do not provide randomn access to your data storage. So if you're fed up with the obligatory save-wait-yawn load-wait-yawn cycle, or if you're into serious computing (what on earth are you doing reading CRASH!), get hold of the **Sam disk drive** for time-warp action.

SAMDos, the disk operating system on the Coupe, is a pretty nifty piece of software which doesn't hang about, and provides impressive storage capacity. A disk will provide all of 780K storage (compare that with your archetypal 48K Spectrum game) and compares favourably with the big blue brother **IBM 3.5"** standard of **720K** (double density). SAMDos organises the data in 512K sectors and 80 tracks. **Disciple** and **Plus D** owners will be pleased to know they don't have to throw away their old disks in despair: SAMDos reads them, but cannot write to them. Programmers will find the usual disk commands including such goodies as **wildcard**, **command route** and **autoload support**. Advanced users will be pleased about **sector reading** and **writing**, but programmers will delight at the **SNAPSHOT** file creation, which allows the transfer of programs from cassette to disk. It's limited to 48K Spectrum software and works like this: First you boot the Coupe drive, then you load the Spectrum cassette with a **LOAD "T:file-name"** command. Pressing the Coupe's **BREAK** button will halt the program and allow you either to save the current screen or the whole program to disk. End of the cassette struggle. In future all you do is load the program from disk with a normal disk load instruction within seconds, not minutes!

If all this means anything to you, start saving up for the SAM drive, it's a reasonable **£89.95**, and you don't have to be a hexa-dextrous person to fit the unit into the computer: unclip the drive slot cover, insert the drive into the recess, press it home until the connection is fully made and secure it with two screws, voila! A piece of cake...



LLOYD MANGRAM'S SAM COUPE FORUM

This had better mean a pay rise! Another letters column especially for SAM Coupe owners _ it's just one of CRASH's contributions to support the new micro and its users. I want to hear

everything about that new computer in your life _ so drop me a line, the address is: NEWSFIELD, SAM FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

Dear Lloyd,
I've recently bought a **Coupe** and on the whole I am very pleased.

Let me first point out the one bad thing: the **Spectrum compatibility tape** included with the computer. Please readers, if your thinking about buying a Coupe to 'improve' or 'modernize' your Spectrum software then you've got it quite wrong.

The Coupe runs less than half your software, sad, but true. To load a Spectrum game you must first load a utility which changes Spectrum code to SAM format and this does not as **MGT** say make your software collection about '90%' compatible; for example out of the many games that I tried to load only the following worked: *Strider* 48K, *Ghouls and Ghosts* 48K, *Joe Blade 3* 48K, *Robocop* 48K, *LED Storm* 48K.

The COUPE won't run **128K** software at all. The following games would not work: *Chase HQ* 48K, *Batman the Movie* 48K, *Dizzy 3* 48K, *Olli and Lisa 3* 48K, *Spooked* 48K.

Anyway, as far as I know MGT are bringing out a **second** Spectrum compatibility cassette which allows about 75% of software to run, and all **Ocean** software (yeah! *Batman, Chase HQ* etc). So to all software houses: from now on when you bring out a Spectrum game, please try and make it Coupe compatible or you will disappoint the many Coupe owners.
Andrew Laggan, Cramlington NE23 7AG.

**Complete compatibility is a problem at the moment, though as you say MGT are working on it _ and we've heard rumours of the developement of a 128K emulator. Let's hope we don't have to wait too long.
LM**

Dear Lloyd
More of the new 'Sam Coupe' screens please I was reading page 54 of issue 71 and I was thinking 'Eee by gum. Why doesn't **CRASH** do a section on **Sam Screens**?' If this letter is printed and you decide to make the section, I will promise to spread the word about the Coupe, CRASH, coupe screens, etc.
Good deal eh?
Ben Spiers, Henley-on-Thames R69 1PX

**Indeed — as the *Flash!* package is really the only piece of Coupe software around, let's see what new users can do with it. Send your artistic creations to the usual address marking the envelope SAM SCREENS — we'll print the best ones (and try and get some prizes too!).
LM**

Dear Lloyd
Here is a list of some software I've successfully loaded on the SAM Coupe: *Savage* - **Firebird**, *Rebelstar 1 & 11* - **Firebird**, *Marauder* - **Hewson**, *Earthlight* - **Firebird**, *The Sentinel* - **Firebird**, *Feud* - **Bulldog**, *Hyperbowl* - **Mastertronic**, *Blasteroids* - **Imageworks**, *Ace* - **Cascade**, *Commando* - **Elite**, *Laser Squad* - **Blade** (LOAD title screen, BREAK, LOAD CODE, RANDOMIZE USR 24104),
Turbo Esprit - **Durell**, *Spherical* - **Rainbow Arts**, *Brainstorm* - **Firebird**, *Arcade Flight Sim* - **CodeMasters**, *Rally Sim* - **Zeppelin**, *Draconus* - **Zeppelin**, *PSI Chess* - **Micro**.
Yours sincerely
Someone in Stockport, Cheshire.

**Anymore compatible games? Do let us know!
LM**

Dear Lloyd
I must write and let you know the problems we've been having whilst trying to purchase a **SAM Coupe** for our 13 year old for Christmas 1989.

Many telephone calls have been made to Swansea and Harlow and many promises of delivery dates to **Harlow Computers** have come and gone. (I would just like to add this search began in October 1989).

I would like to know if there is anyone in the British Isles who has sucessfully purchased a SAM Coupe and if so where did they get it?

Tim is still waiting for his Christmas pressy, and quite honestly at this rate I don't think he'll have it before Christmas 1991.
Yours sincerely
E R Broom (Mum), Harwich CO12 5AZ.

Oh dear! Coupes should now be happily trundling into the shops without any difficulty. But if you're still having problems, why not order one from MGT direct?

REVIEWS

HAMMERFIST

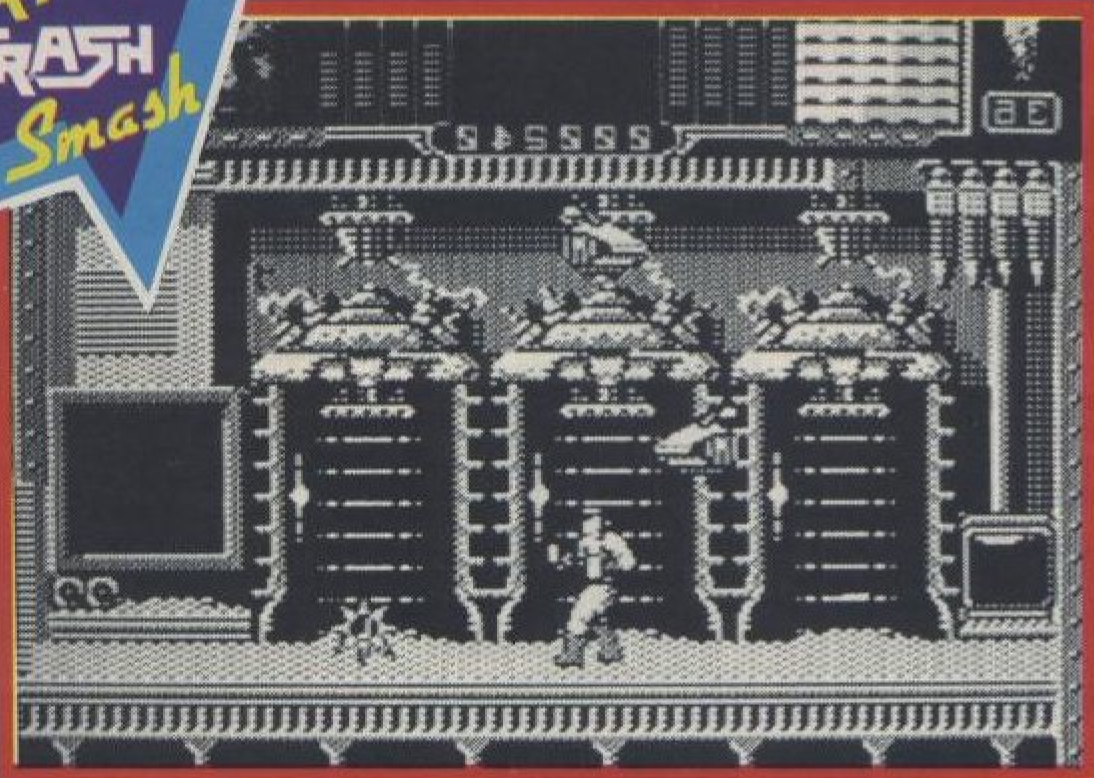
Activision ■ £9.99 cass only

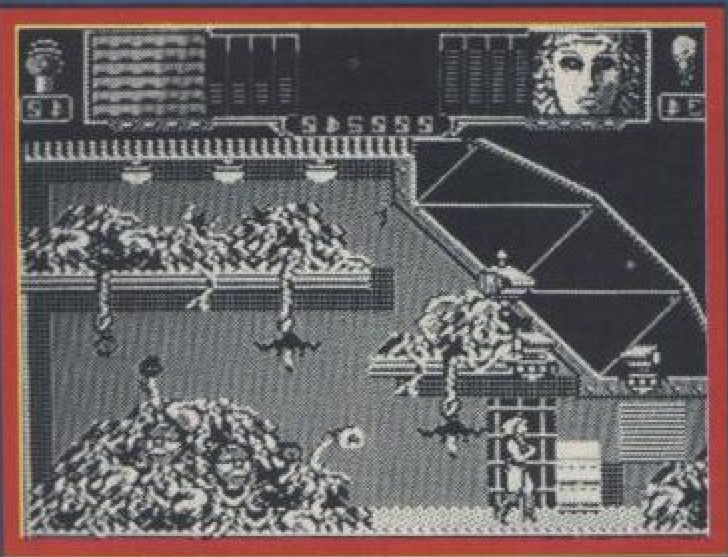
It's into an apocalyptic future with **Activision's** latest beat-'em-up. A huge corporate body called **Centro-Holografix** controls the two largest cities on the planet with a rod of iron. The company is evil, run by a creature known only as **The Master**. It controls normal humans (known as solids) with holographic hit squads. Two such warriors are **Hammerfist** (so called because of his hammer-shaped cybernetic hands) and **Metalisis**. But whilst in their stasis holding-pens something goes terribly wrong: due to a computer error they're fused into one form. Upset at this they/it want to find a way to split their personalities and revert to normal existence, only possible if the way back to **Centro-Holografix** is found.

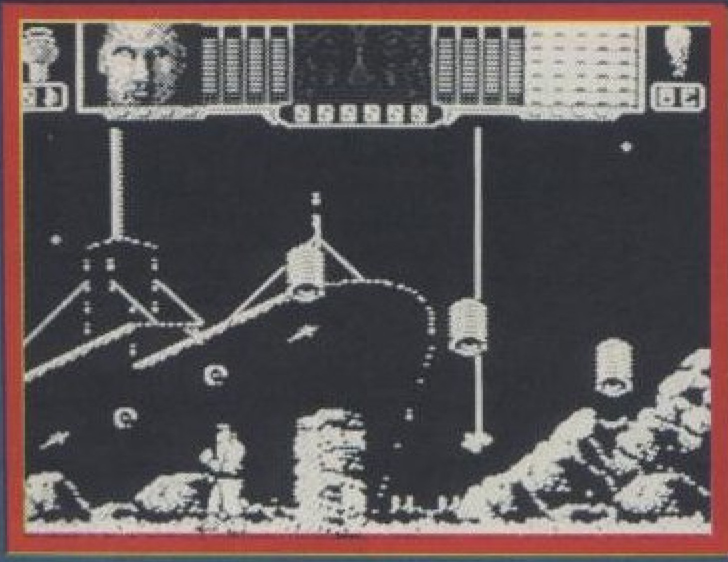
It is up to you to guide the amalgamated duo through four game loads filled with miriad creatures and danger to reach **The Masters** and wreak revenge. By switching from one half of the fused duo to the other you have their different characteristics at you disposal: Hammerfist's strength (though slow and clumsy) and three weapons — laser gun, hammer fist and piston power fist, and Metalisis' unarmed combat and athletic agility.

You start the game in an underwater complex. A wide range of enemy - human, not so human and robotic try to knock down the energy level of the hero currently under control. But they're only half your trouble: a security system must be breached before you can exit each room.

As a bonus the destruction of the enemy bestows icons that have differing effects. Some top up your energy levels, although headbutting a handy power point (when found) also has the same effect. Ammo is limited, so **Hammerfist** must collect the laser and hammer fist top ups. Don't miss too many icons because **The Masters'** energy level increases: let this hit the top and skull icons appear which drain energy when touched.
Another problem faced is







when vital items are only to be found on ledges **Hammerfist** can't reach. That's where **Metalisis'** gymnastic skills come in handy.

The journey is a long and treacherous one, through water and desert, to reach **The Masters** and the final showdown: be prepared because they are!

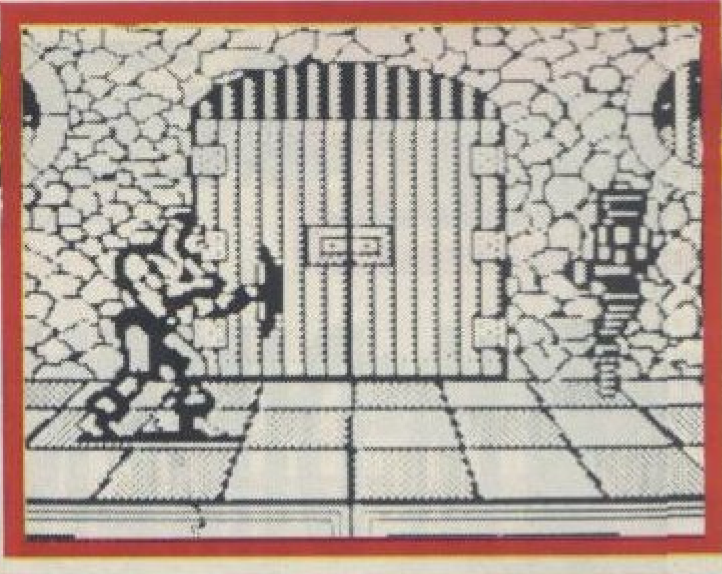
Although a lot of blasting is needed to get anywhere, an equal amount of brain power must be employed. Switching between the two characters is essential to move anywhere, so you will need to perform some very quick changes indeed. *Hammerfist*'s graphical details are quite stunning, especially the backdrops that change from scene to scene. The character sprites are well drawn and smoothly animated, although the enemy creatures resemble rejects from a cutesy Japanese game, but these are post nuclear conflict times I suppose. **Vivid Image** and **Activision** have produced a 'must buy' game!

MARK 95%

NICK Hammerfist is great! The subtle blend of arcade and strategy elements makes this a taxing and highly playable game. The enemy troops are tough so and so's, and their sheer numbers will cost you life after life initially. But after a bit of practice a flick of the wrist changes you from shape to shape without a thought. It was difficult to drag myself away long enough to write this comment, but you deserve to know what a classy piece of programming this is. The sprites are monochromatic, but the attention to detail on all character and background sprites are praiseworthy. Sound, a great tune and atmospheric sound fx, is fab too. Now all I have to do is kick Mark off the computer and have another go. **94%**

Action and strategy combine in Hammerfist to produce an amazingly playable game.

RATING	
PRESENTATION	87%
GRAPHICS	88%
SOUND	79%
PLAYABILITY	90%
ADDICTIVITY	89%
OVERALL	**95%**



DR. DOOM'S REVENGE

Empire/Bedrock Software ■ £9.99 cass, £14.99 disk

Spiderman, Spiderman does whatever a spider can, spins a web any size dadada, dedede... Oops, sorry, got a bit carried away there, but all you true believers out there will be pleased to know (or maybe not) that two of **Marvel** comics' biggest stars, along with one of their biggest villains battle each other in **Empire**'s latest game. **Victor Von Doom**, self appointed dictator of the small European country of Latveria is up to his usual dastardly tricks.

He's pinched a US nuclear missile and now holds New York City to ransom. Either the United States becomes a colony of Latveria, or the Big Apple goes BOOM. Of course no one is keen on either of **Doom**'s plans, so they call on **Peter Parker** (aka **Spiderman**), and **Steve Rodgers** (aka **Captain America**) to go to the mad tyrant's castle in Latveria to thwart his evil doings.

The game starts with you being asked to choose a skill level, either Beginner, Hero or Superhero. After answering a few questions from the instruction manual to check you aren't a pirate, it's into the first scene. You control both Spidey and Wing Head (but not at the same time). The game switches to and fro between two distinct parts. The usual arcade action sequences where our heroes battle The Rhino, Machette, Batroc and Electro. Two energy meters screen bottom monitor each combatant. Spidey can hit and kick as well as fire webbing, whilst Cap slings his shield around. Interspersed are static 'fill in' screens of comic book style pages explaining the action as you go along, which is a nice touch.

The 'comic book' is a wonderful idea, it's just a shame the rest of the game is so poor. Character sprites are quite well drawn, but move more like puppets than the rough, tough super heroes we all know and love. The 'action' isn't any great shakes either: just plugging away at an enemy that wipes the floor with you every time isn't my idea of fun.

MARK 39%

NICK Dr Doom's Revenge is simply an excuse for a beat-'em-up game. It all starts off looking pretty promising with a really good loading screen and good between level graphics in cartoon strip style. But once it's loaded you have to pass through an annoying code-entering section to start — only to find a bad quality beat-'em-up with unimpressive graphics when you get there. The Marvel comics characters are here, sort of. Captain America, for example, is very blocky, and the game being in white monochrome doesn't help matters at all. Sound again is unimpressive, with only a silly blip when you hit someone.

Dr Doom's Revenge is a good example of trying to sell a game on the name of the character. Fans of Dr Doom and all the other comic characters may buy it, but they wont have much fun playing it. **53%**

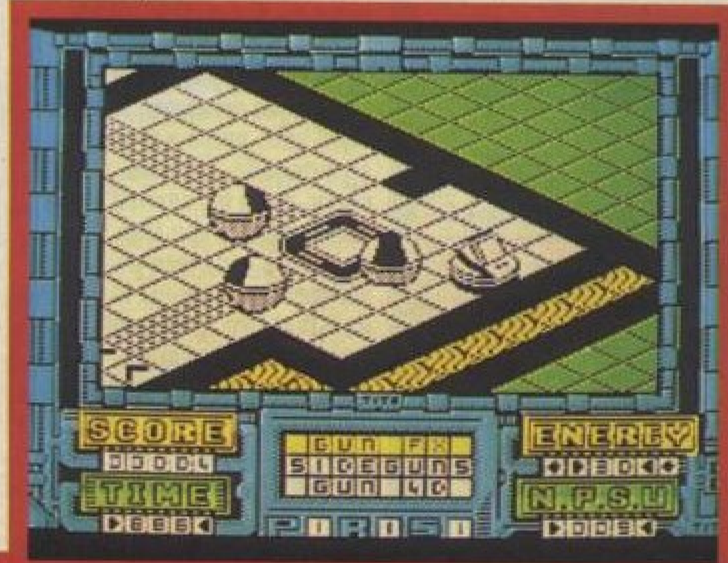
A flaccid failed attempt to bring two of Marvel's biggest stars to the Speccy

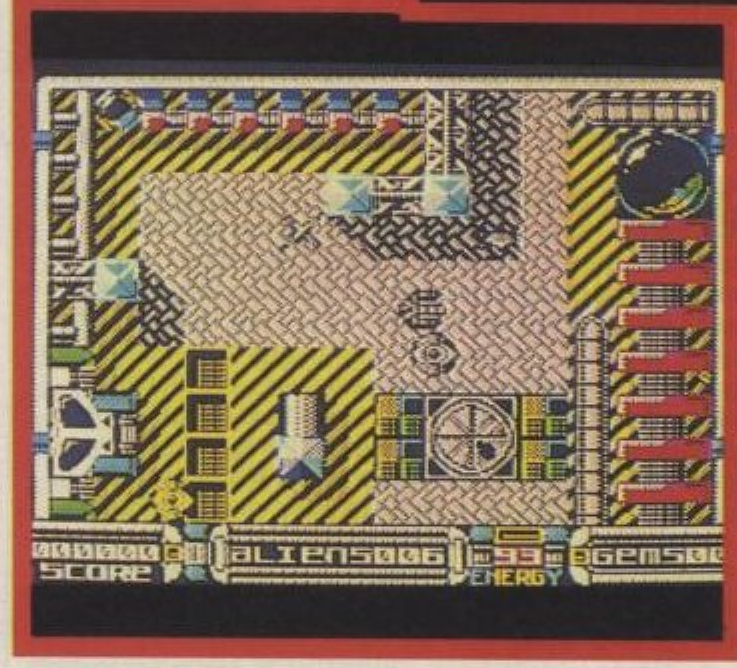
RATING	
PRESENTATION	65%
GRAPHICS	57%
SOUND	43%
PLAYABILITY	47%
ADDICTIVITY	46%
OVERALL	**46%**

4th DIMENSION

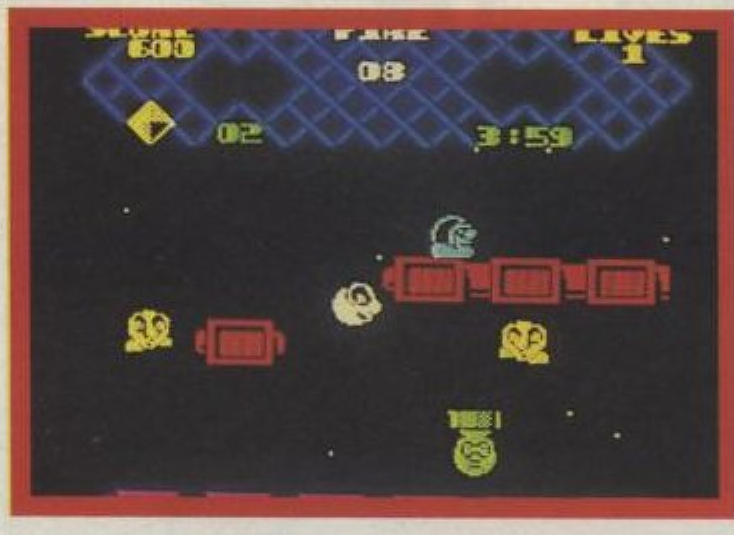
Hewson ■ £12.99 cass, £17.99 disk

Hewson bring us a compilation of four new games: *Kraal*, *Klimax*, *Head The Ball* and *Super Cup*. *Kraal* has you as **Epolog**, a half human half alien with a mission: to mount a rebellion against the human masters on the planet **Kraal**. To ensure their destruction you must guide your **ADD** (Auto Destruction Device) around 16 maze filled levels trying to destroy the eight Nuclear Power Supply Units that are scattered around. Your masters send drones out to stop you. Start with a puny blaster and collect more powerful weapons with the destruction of security droids.





In *Klimax* the droids in a large industrial complex have gone haywire. You patrol the complex in your **ACE Mk2 Itnerceptor** and must destroy all weapon containers and droids that get in your way. There's a two minute time limit in which to destroy the containers, after which all air will be drained from the building and you will asphyxiate. Every fifth building houses a nuclear weapon and is guarded by particularly vicious drones, so watch out.



The third offering is the misleadingly named *Head The Ball*, leading you to expect a footy game. It's in fact about the search for your girlie, kidnapped by the leader of the Globoid Hells Angels gang. You're **Head**, who must survive the traps and pitfalls of the Globoids' territory and save her: jump over obstacles, shoot them (ammo is limited), or use your shield in emergencies. Collect gems along the way to offer as ransom, but hurry because time is running out.

Finally we have *Super Cup* which *is* a footy game with up to eight participants. Once teams have been decided on it's onto the menu screen to choose team colours, skill level (0-8), length of a match etc. The game is played from a bird's eye view.

Well, those of you who want to go back to the so-called good old days of Speccy games have a good chance with this! The price tag is just too much for what you get, buy CRASH instead and get better games thrown in. Out of the four games *Klimax* is the only one I found even mildly entertaining, and as for *Super Cup*: this is a family mag, so I'll keep my comments to myself. Steer well clear. **Hewson** should know better.

MARK 41%

NICK Compilations are always the same, you get some good games and some bad. 4th Dimension is no exception. Kraal is the game that really grabs your attention. The presentation is first class with some strange sort of digitized speech and good colourful graphics. Sadly the game lacks playability. Head The Ball is similar to Kraal in that it looks really slick but has nothing to keep you coming back for more. It's a sort of low budget Wizball. The ball bounces around, firing at the various aliens in an annoying manner, and just as you think you're getting somewhere, you bang into one and have to start again!

Super Cup: well, you saw how bad Kick Off was the other month. This is just as bad with stupid little footballers running around totally out of control. There's a good tune though, so perhaps you could just forget the football and listen to that. Klimax, is in a similar vein to hundreds of games around: the 3-D style's been used so often the games all look the same. It's in mainly white monochrome with lots of little robots running around, some look like typewriters and some like toasters! A simple tune and effects add some fun, but it's all been seen before. **59%**

A compilation to disappoint — mediocrity in the 4th dimension!

RATING	
PRESENTATION	64%
GRAPHICS	58%
SOUND	55%
PLAYABILITY	65%
ADDICTIVITY	50%
OVERALL	**50%**

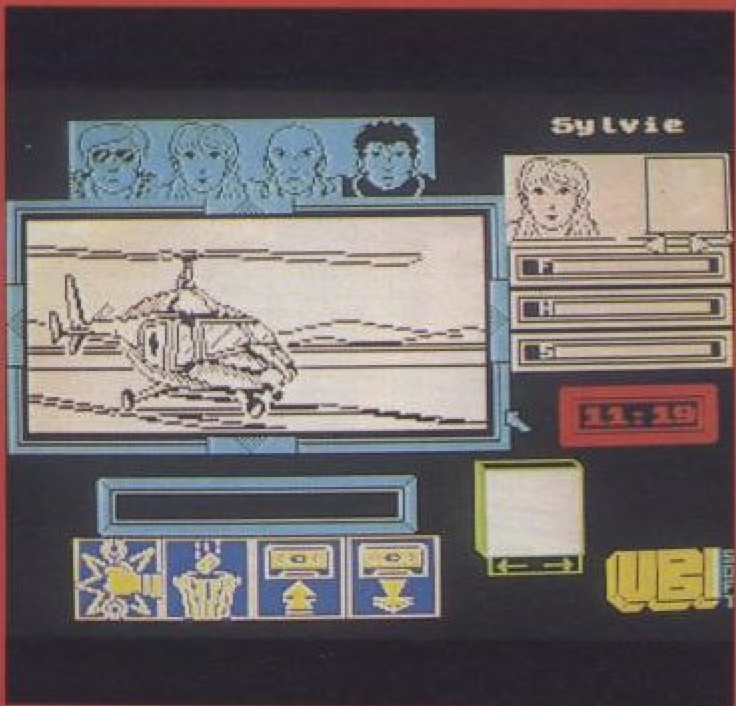
ZOMBI

Ubisoft ■ £9.99 cass, £14.99 disk

It is said that when Hell is full the dead walk the Earth. Well, in *Zombi* it appears this is indeed the case: corpses have been rising from their graves all over the world. And they're after only one thing — human flesh (yuck). Into this nightmare situation you are thrown: you control the actions of four survivors of this disaster. They've managed to escape the deadly hordes in a helicopter, but are now are vainly searching the shopping center they were forced to land on for fuel. This doesn't stop the undead from getting peckish, and the search of the shops is dangerous. Best be quick about getting that fuel.

Guide each of the members of your team (three guys and a gal), through the maze of corridors. The actual game area seen is small (about a third of the screen) because of the icon displays used to control the chosen player. Below the playing screen are the use, quit game, and save/load icons, above are graphical representations of the characters, with the objects collected screens and the current time on the side. Your view is a first person perspective through the

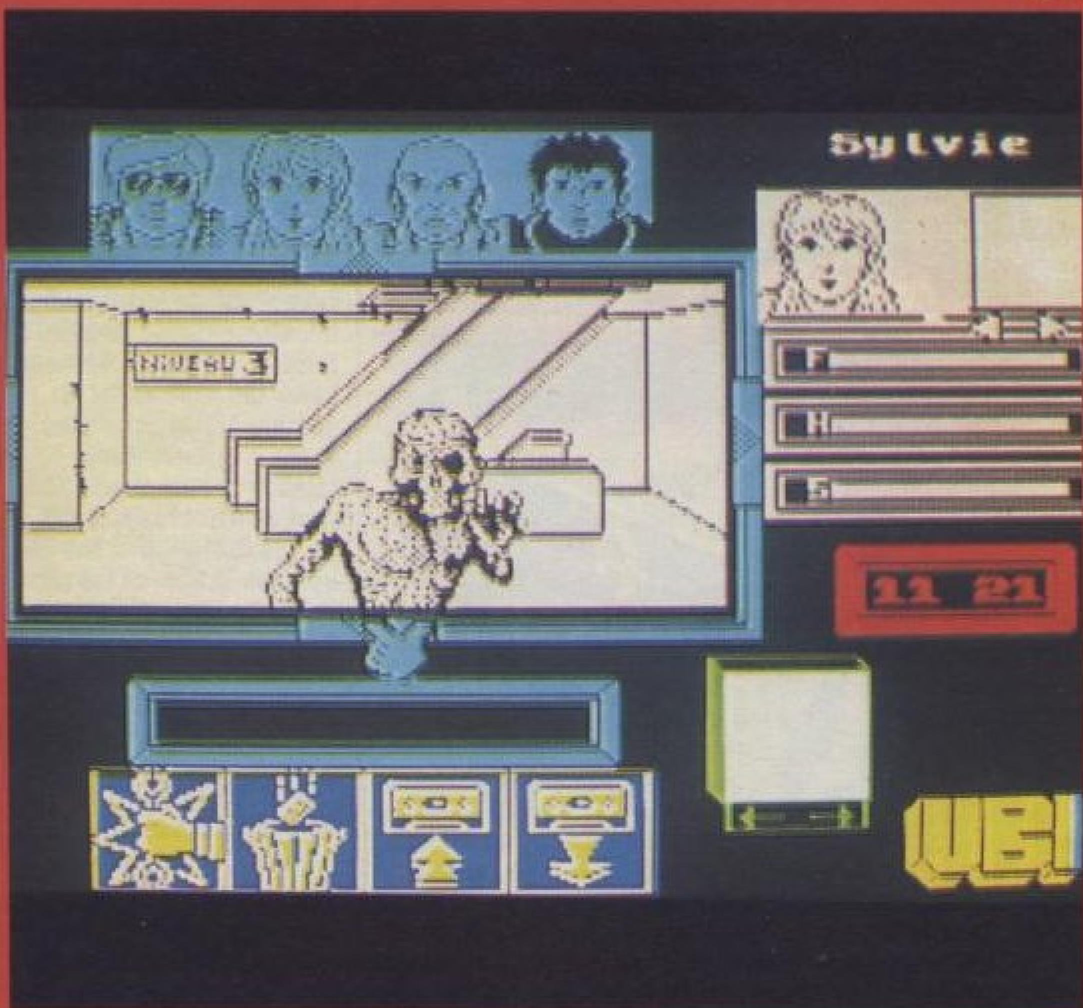




characters' eyes, and to move you click on the arrows at the side of the playing screen. Visiting the shops in the precinct turns up handy objects such as guns, food, a computer and a torch for exploring sinister dark places.

Unfortunally UbiSoft haven't received much acclaim from CRASH recently. Zombi may be a turning point: it's really rather good. The zombies of the title really do scare you when first encountered. Although the sprites in general are monochromatic, they're well drawn. Fans of horror films might like to take a look, but only from behind the sofa.

MARK 80%



NICK This has got to be one of the best games UbiSoft have ever done. It uses an old game style but brings it bang up to date with a good storyline, exciting locations and lots to do. You have to move around the 3-D building, picking up objects that may be useful and collecting fuel for your helicopter so you can escape the zombies. The four characters all have different strengths and weaknesses and each can be moved around separately. All the graphics are very well drawn and the 3-D works well. If only there was a bit more colour in the game.

You can have great fun just roaming around shooting zombies and exploring the rooms, but with more time you could really get into the story and be totally addicted.

Zombi is great, I'll be playing it for some time, you can't drag me away! **83%**

Atmospheric and scary 3-D maze to grab you and consume you — eat your heart out, George Romero.

RATING	
PRESENTATION	76%
GRAPHICS	78%
SOUND	63%
PLAYABILITY	79%
ADDICTIVITY	81%
OVERALL	**81%**

THE VIKINGS



Challenge Software ■ £9.95 cass

Back to a time when large, hairy men rampaged around the British Isles raping, pillaging and plundering — no, not Poll Tax inspectors! The Vikings invaded and the Anglo Saxons defended their lands (know your history). Patriot that you are, you're put in charge of an Anglo Saxon army with which you must beat the Scandinavian interlopers at their own game.

Two battle scenarios are on offer, and three difficulty levels. Pick between Pitched Battle, The Battle and The Easy Way. The main part of the screen is taken up by the playing area which consists of a map of the battleground with icons scattered around depicting the opposing troops. Top right is the options screen, seven in all: move, fire, scan (find out your own and enemy strengths), next (give orders to the next unit), stand, end (the current move) and quit (the game). Below this is the status screen of your chosen unit (either friend or enemy): always find out enemy strengths before attacking!

As with most strategy orientated games you take it in turns with the computer to move troops around and attack. Some troops carry spears, sling shots etc, so they can kill the enemy at a distance, but most soldiers carry axes or swords which necessitates close quarter combat.

NICK I'm not usually a fan of strategy games like Vikings, I've always found them boring and would much rather be blasting a few aliens out of the sky with a photon gun! Having said that Vikings is really good. The graphics are all small of course, but there is a surprising quality to them in colour and detail. The Viking counters you use to play the game with are also well drawn. Big fans of strategy will love it: the idea is to win the battle against the opposing army. You encounter rivers, trees and have to move each piece around them individually to succeed.

Vikings will appeal to all strategy fans. Gameplay's perhaps a little monotonous though. **62%**

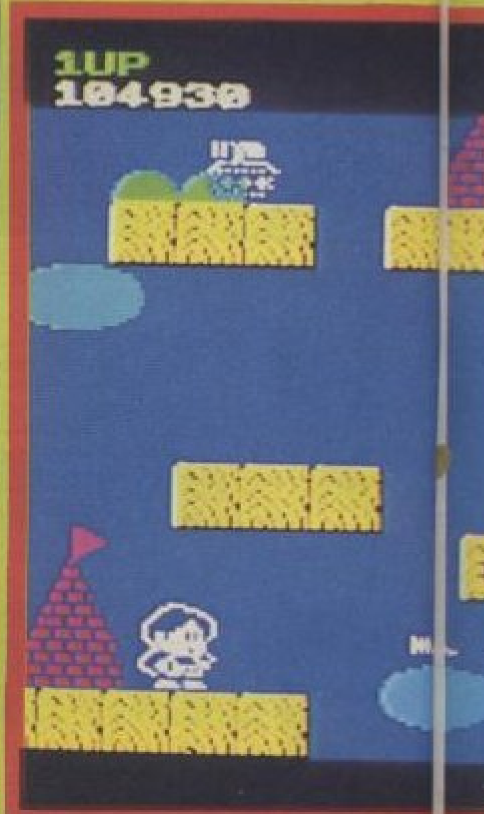
Vikings should be of some interest to strategy players. Graphically it's no great shakes, but once you get into it it's rather playable, even though response times are on the sluggish side.

MARK 56%

A reasonable strategy excursion into unexplored historical territory

RATING	
PRESENTATION	63%
GRAPHICS	62%
SOUND	49%
PLAYABILITY	57%
ADDICTIVITY	57%
OVERALL	**59%**





rainbow islands

A CRASH Smash



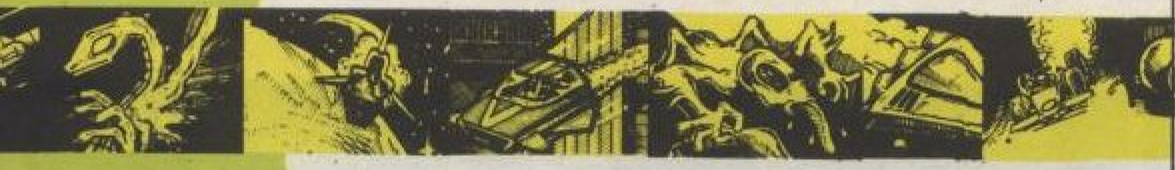
Ocean/Graftgold ■ £9.99 cass, £14.99 disk

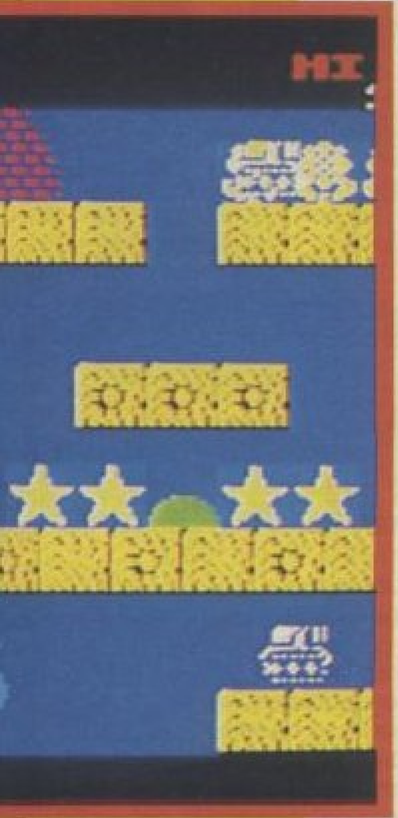
The prequel to *Rainbow Islands* is an all time favourite: *Bubble Bobble*. Now, after a loooong wait, the sequel is here. After defeating the despicable **Baron Von Blubba** and returning themselves to human form, dynamic **Bub** and **Bob** decided to get away from the hustle and bustle of everyday life and go to the *Rainbow Islands*. But life is not happy and carefree for long (is it ever), because he's back (cue spooky organ music)! **Baron Von Blubba** is out for revenge.

He starts by kidnapping the inhabitants of the islands. Of course **Bub** and **Bob** aren't going to stand for that: they once again go to war with the fat, slimy one. In *Bubble Bobble* you used bubbles to knock the baddies for six, now you travel across the seven islands spitting rainbows at attackers. You start on **Insect Island** and your task is simple, travel from the bottom of the screen to the top. But on the way up you're attacked by all manner of **Bubba**'s minions, flies, ladybirds, crows and beetles. Apart from knocking them out with your rainbows, bonus points can be yours for picking up the variety of fruit, flowers, gems etc. along the way. Extra goodies such as double and triple rainbows,

NICK All fans of cute little characters, colourful (well almost) rainbows and catchy ditties sit up and pay attention because your ultimate game has arrived. Rainbow Islands is out of this world.

Every single sprite in the game is excellently detailed, drawn in cartoon style, and still looks good when it's put on the equally detailed backgrounds. Colour oozes out of every corner of the game, and you never notice any clash at all. Each island is made up of four levels, each one boasting it's own challenges and enemies. Some of the later islands will blow your mind — you begin to wonder whether this is actually the Spectrum version! All this plus the adorable tune 'Somewhere Over The Rainbow' in the background makes the ultimate arcade conversion. There's only one thing that lets it down a bit: the tune slows down when the screen fills up with nasties, but you have to expect that. Rainbow Islands is terrific, you just have to see this for yourself! **93%**





extra lives and extra speed can also be found, but ours is not to tell you how. And a word of warning, take too long in climbling from A to B, and a little incentive will be added to hurry you along. After four levels you face the island fattie: vanquish him and move onto the next island to carry on the good work.

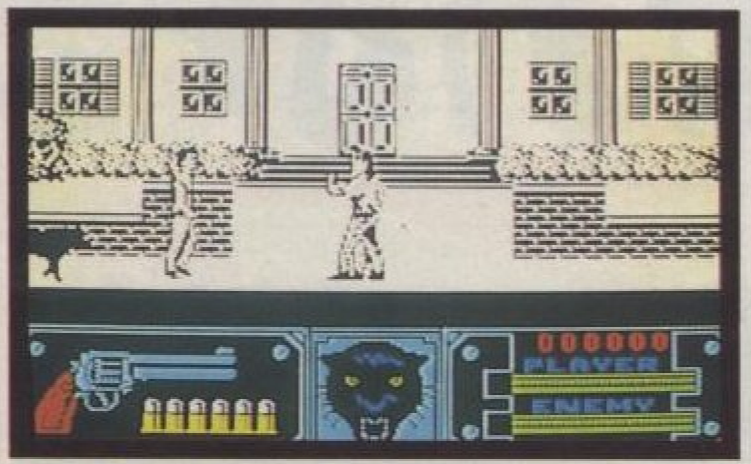
Aaagh, I really can't drag myself away from this game to write the review: *Rainbow Islands* is one of (if not the most) playable platform games I've seen recently, all credit to **Graftgold**. OK, the character sprite is monochromatic, but he doesn't half shift. The backgrounds are the best part of the game though: nicely detailed coloured backdrops abound (with surprisingly little colour clash). Sound is also very, very impressive with a bouncy tune playing throughout. A brilliant sequel to a classic game.

MARK 95%

A classic game has inspired a rainbow-brilliant sequel to savour and thrill to!

RATING	
PRESENTATION	89%
GRAPHICS	90%
SOUND	87%
PLAYABILITY	92%
ADDICTIVITY	92%
OVERALL	94%

WILD STREETS



Titus ■ £9.99 cass, £14.99 disk

New York City is in a terrible state, with most of the inhabitants living in conditions unfit for rats, whilst the fortunate few, the drugs barons, live in luxury. Having lost control over the city the US government, they call in the CIA to clean up. They do so very well, the crime bosses are forced to run. Terrible revenge follows: they take **CIA boss John Stevens** hostage!

As the CIA's top operative you must rescue your boss and lead him to safety. To help you in your search you have your faithful sidekick **Black Virgin**, the panther, and a .357 Magnum. Together you battle the thugs that attack you along the way: members of gangs such as **The Mutilators, The Happy Undertakers** and **The Streetwise Tigers**. Your panther will occasionally help you out of a tight spot, but in general you must rely on either your martial arts prowess, or your gun (search for ammo, it's limited). At the end of each section a gang leader must be defeated before you can carry on — big dudes who need a lot of stomping.

Do your job, and **Stevens** is found, but that's only half your problem solved. You must get him back to the starting point, and to make matters worse, he's a physical wreck.

This game's streets may be wild, but I found myself falling asleep very swiftly. The idea is quite a good one, but the gameplay has all the appeal of a major traffic jam. The sprites are small stick like figures who judder around the screen like drunken CRASH reviewers. Take my advice, steer clear of *Wild Streets*.

MARK 35%

NICK Wild Streets did not impress me at all. The graphics are badly drawn and undetailed, especially in the white monochrome the programmers have chosen. The only colour you see in the whole game is the small bit on the status panel at the bottom of the screen. Beat-'em-up games are not new to the Spectrum (as you probably know), so why we need another one to add to the ever increasing selection I do not know. This one's not going to rank among the best of them either. Wild Streets is anything but: you'd have more fun watching a street sweeper do his job!

52%

If these streets are wild, wait until you see Ludlow on a Sunday afternoon (yawn).

RATING	
PRESENTATION	56%
GRAPHICS	46%
SOUND	35%
PLAYABILITY	45%
ADDICTIVITY	44%
OVERALL	43%

BIG BUDGET Bonanza

Welcome to this month's round-up of pocket money buys, and DJ Nicko is joined by an assistant to help him wade through the swamp that is the budget bonanza — it's his new 'girlie' Julie! Let's hear it for Julie! (Hurrah! —Ed). Well, actually Julie didn't do anything apart from stare lovingly into Nicko's eyes and provide the jokes (Oi! The jokes are mine! —Nicko). Enough of teenage romance. On with the show...

ARCADE TRIVIA QUIZ

Zeppelin Games
■ £2.99 ■

Arcade Trivia Quiz attempts to recreate the thrills and spills of the quiz game on your computer. The only things that aren't included are fifty other people playing games around you and the aroma of hot dogs floating through the air! The questions are categorised in a very *Trivial Pursuit* style with subjects like Art & Literature, Film & Television, Music and Sport to tax your brain cells. Each subject has its own little icon you have to select in a time limit before you answer.

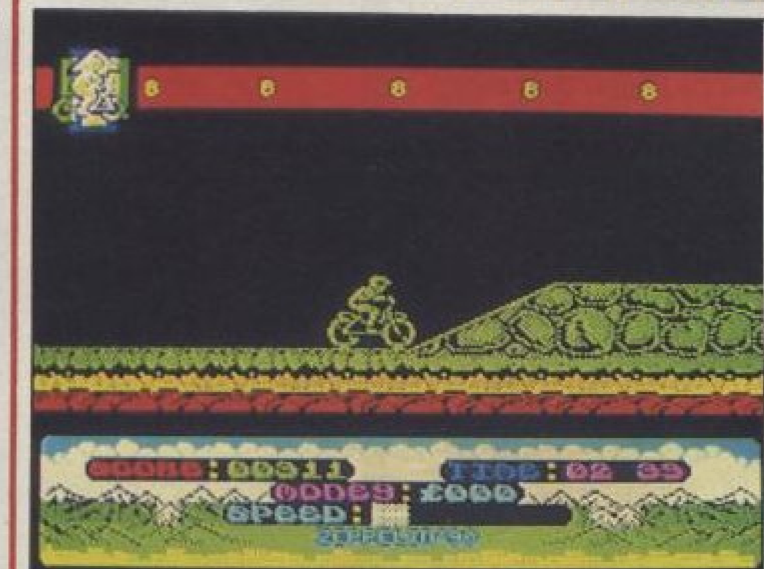
The fun way to play a quiz game of this sort is to get a few friends round for a two or three player game. So I decided to do just that and roped in **Mr Robin** '*big hair*' **Candy** of **The Games Machine** and **Mr Mark** '*Shaw*' **Kendrick** of the art department to give it a bash! What a mistake that was: I was knocked out in the first round, and Robin went on to earn £20 (you only start with 80p)! Playing with friends is great fun though, as you can shout out the wrong answers and have a good titter when they choose them!

The only real grumble I have with *Arcade Trivia Quiz* is the lack of variety in the questions when you have been playing for some time. You can load in various question banks at the beginning, but if you have a really long game they soon start repeating themselves. All the graphics, sound and presentation are of a very high standard with features usually only found on the likes of fruit machines to add an extra boost of addictiveness.

Arcade Trivia Quiz is a real winner on your own and especially with some friends. Give it a whirl!

Overall 80%





MOUNTAIN RACE BIKER

Zeppelin Games
■ £2.99 ■

With the increase in popularity of mountain bikes I suppose it was bound to happen: the influx of mountain bike simulator games from software houses. This is the second to be released on budget, the first being *Pro Mountain Bike Simulator*.

What really gets to you in this game is the almost idiotic way you have to control the biker and the sensitivity of some of the obstacles. You control him by speeding up, slowing down or jumping. Some obstacles have to be taken very slowly and some at top speed. This is really annoying for the first few goes until you adjust to it.

There are plenty of obstacles to be encountered on your journey, ranging from barrels to fences, rocks and thin walls which need special balance to get over. All the sprites are really quite good, especially on the special shop section between levels where you can buy new bits and pieces to attach to your bike: you're greeted by a cartoon style shop keeper and detailed icons showing ice chains, fat tyres and oil cans!

The game has one big, big let down: there's no sound at all! You'd think the programmers could have fitted in the odd effect or a little tune, even if it wasn't that good. But you don't even get a peep!

Mountain Bike Racer is fun for a while but with the annoying game play and lack of sound you'll soon get fed up with it. What I want to know is where are the mountains?

Overall 62%





ITALIAN SUPERCAR
CodeMasters ■ £2.99 ■

All fans of *Super Stuntman* shout hoorah. For its sequel has finally arrived — *Italian Supercar*. Take control of a quattrovalve, turbo charged, jolly fast sports car in five thrilling levels of obstacles, ramps and deep rivers. Life's not as easy as it seems though: the levels are littered with red mines which could blow you to bits.

This game has **CodeMasters** written all over it — and not only on the packaging: the graphics and music are instantly recognisable. The small but excellently drawn sprites complement the obstacles and backgrounds, with colour being quite generously used. All the presentation is superb, animated title sequences, full screen display (no more ugly black borders) and a great border in the game itself. The music, unfortunately, is not the best I've ever heard and the effects do leave a lot to be desired.

The game can get very annoying at first. The way the car bashes into all the obstacles without any damage being caused is unrealistic, but does help the beginner. Once you've worked out in your mind where all the mines and ramps are you'll be able to complete the first level easily. The time limit is not very long so you have to get each level off to a fine art.

Italian Supercar is a good follow up to *Super Stuntman*, and all fans of the game will love it. A good, fun arcade thrill.

Overall 68%

ARCADE FRUIT MACHINE
Zeppelin Games ■ £2.99 ■

Oh no! All I seem to do these days is play either arcade quiz games or arcade fruit machines! I know so much about all the machines from playing these budget releases I might as well move into the local arcade. So exactly what has *Arcade Fruit Machine* got to offer that the other fruit machine sims left out? Nowt much. Despite having a slightly different screen display to a game I played recently (mentioning no names!), it's almost identical.

You get 50p to start off with and have to nudge and gamble your way to the jackpot of £1.50, woo! Some features on this fruit machine are unique. You can choose whether you want a reverse or forward start to spin the reels, and there are of course the usual 'special' features like cash pot and skill run. The general idea is to light up all the letters in the 'CASH 'n' GRAB' then select your special feature and win hoards of cash.

All the fruit and coins are quite well drawn in a cartoon style. The scrolling is also very smooth on the reels, but not so on the message at the beginning - yuk! The best graphics in the whole game are on the loading screen, they're really neat. Sound wise, well there *is* some sort of attempt at a tune on the start screen and the odd 'zoop' effect when something is won. *Arcade Fruit Machine*'s reel let down (groan) is the lack of excitement: you can go for ages without winning a sausage.

While definitely not one of the best fruit machine simulations about, you can get *some* enjoyment out of it.

Overall 59%

WORLD SOCCER
Zeppelin Games ■ £2.99 ■

Football management as you have never seen it before! Manage any of the great British clubs through the leagues of one of the ultimate world soccer competitions around. All the European sides are here to battle against you.

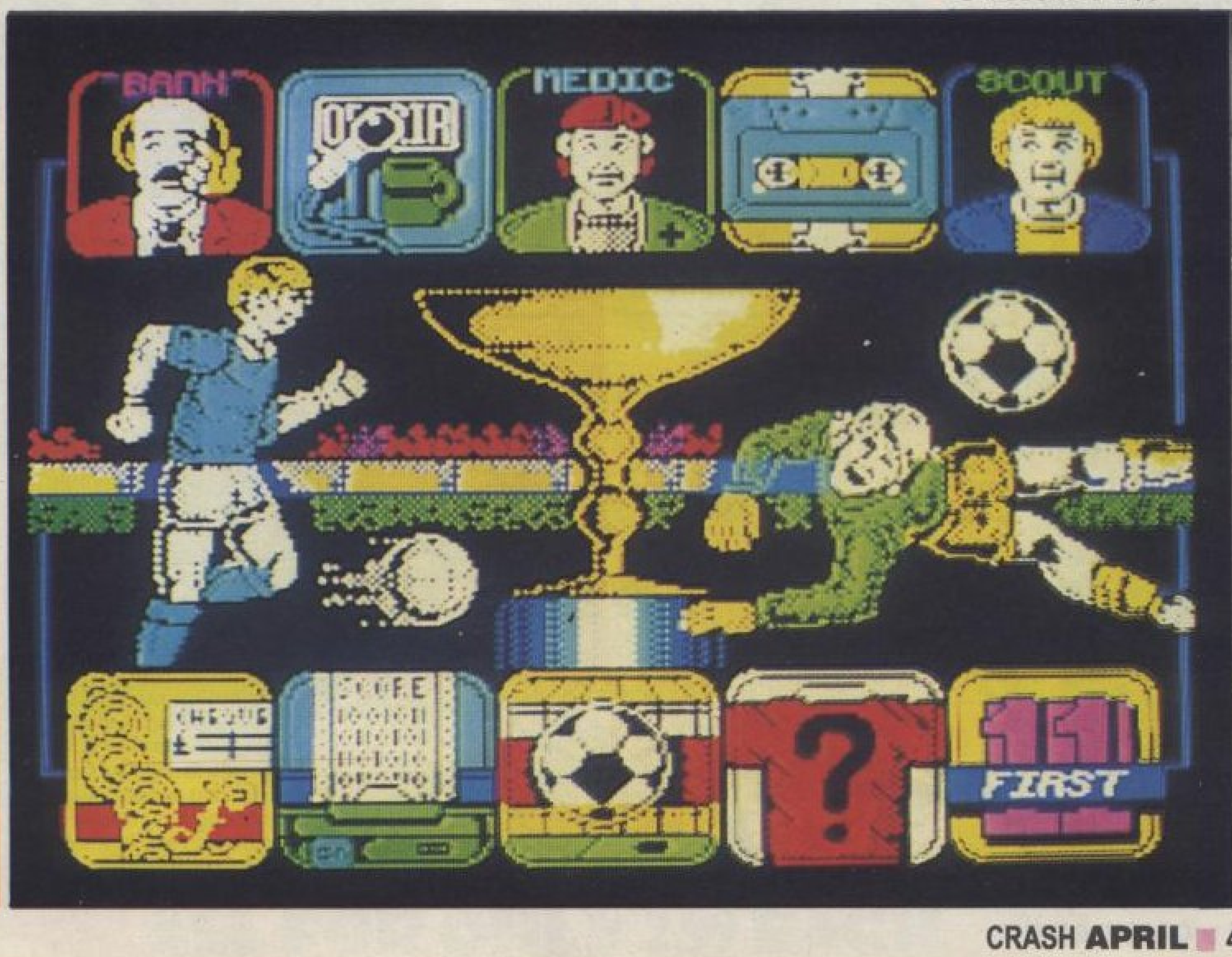
I had real high hopes for *World Soccer* when I first saw it. 'Fantastic full colour graphics', I thought as I looked at the screenshots on the packaging. Once the game had loaded up there they were: an excellent title screen, bursting with colour, animated sequences with a television reporter blabbing about a game and other great graphics on the other game options. The only thing that is missing is the game of football itself. I really can't stand football games which just give you the result of the game without you seeing any action. That is why the reporter option has been included, he tells you the basic details of the match, but that just isn't enough.

You can choose from plenty of options in *World Soccer*. They're all displayed by icons around the title screen. Bank gives you the bank manager and the current balance. On air allows you to choose to have a reporter telling you about the match or not and medic OK's the players who are match fit and available for squad duty.

Zeppelin Games really seem to have got it together these days. All their games sport brilliant full colour graphics and resonable tunes. You can't help noticing some of the similarities with many **CodeMasters** releases though.

World Soccer is definitely a game for the football management fanatic: with the added attraction of some good presentation, this is a real winner.

Overall 74%



FIGHTING WARRIOR

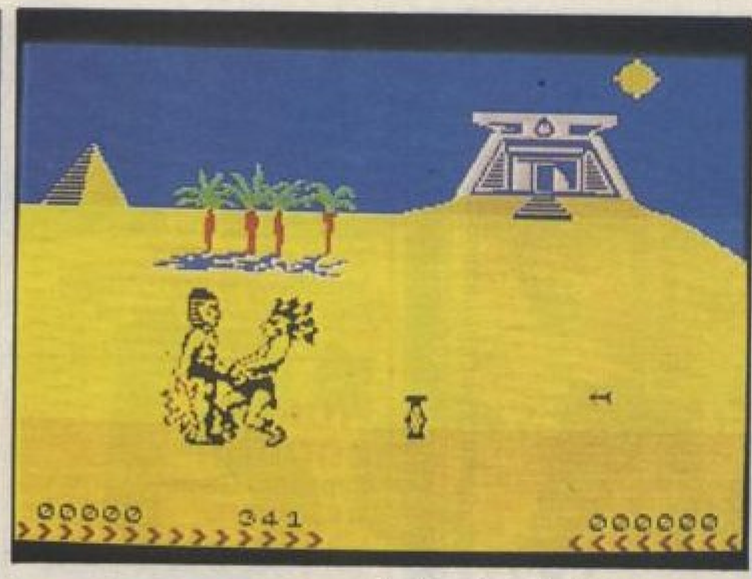
Mastertronic Plus
■ £2.99 ■ (rerelease)

Guess what? A beautiful princess has gone and got herself captured, and you must rescue her, silly girly. You are the Fighting Warrior, champion of all Egypt and a small town in the lake district (wha?). Using all your powers of combat you will confront many hideous monsters, ghouls and ogres, all of whom are just begging to be splattered.

The usual beat 'em up controls are used, plus you carry a handy weapon, useful for slicing pounds of flesh off your slobbering victims. The graphics are nicely drawn, but that's all: the backgrounds are very basic and colour is almost non-existent. In the sound category all you get is something like a bee trapped in a glass when someone hits you, brilliant! Some games stand the test of time, and this isn't one of them. You come across monster after monster, and killing them all soon gets a bit monotonous.

Fighting Warrior may be worth looking at if you're after a cheap beat 'em up and don't really care about graphics much, but otherwise I'd stay well clear: there are better rereleased games about.

Overall 45%



STIFFLIP &Co.

Kixx ■ £2.99 ■ (rerelease)

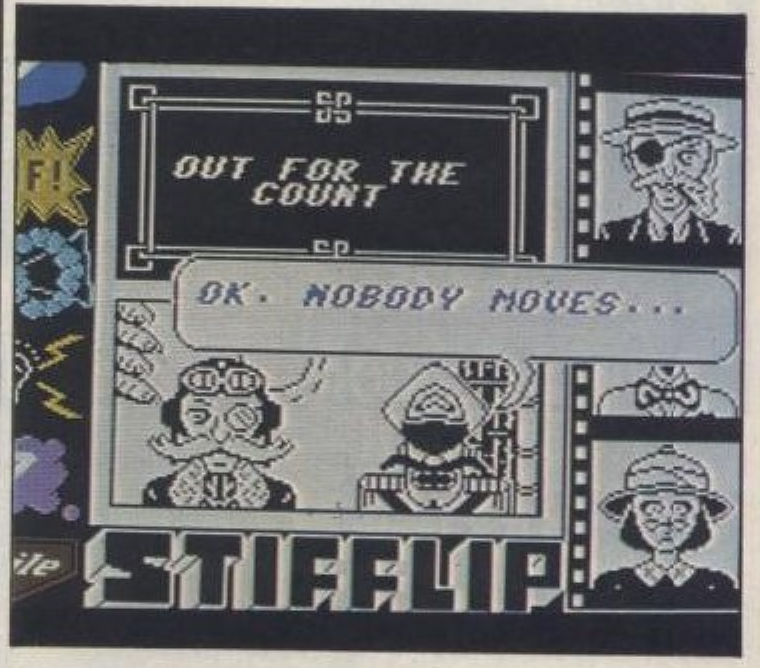
I remember this, it's the weird game where you have to hit people all the time. That's my expert description! *Stifflip & Co.* is an icon driven graphic adventure. You have to explore the various locations talking to the weird and wonderful characters who inhabit them while desperately trying to stop the plans of the evil Count Chameleon. He is a master of disguise so your task is made even harder. Thé horrible Count has developed the rubbertronic ray with which he plans to bring down the British Empire and radically alter the bounce of the cricket ball! Yes folks, it's that sort of wacky, zany game.

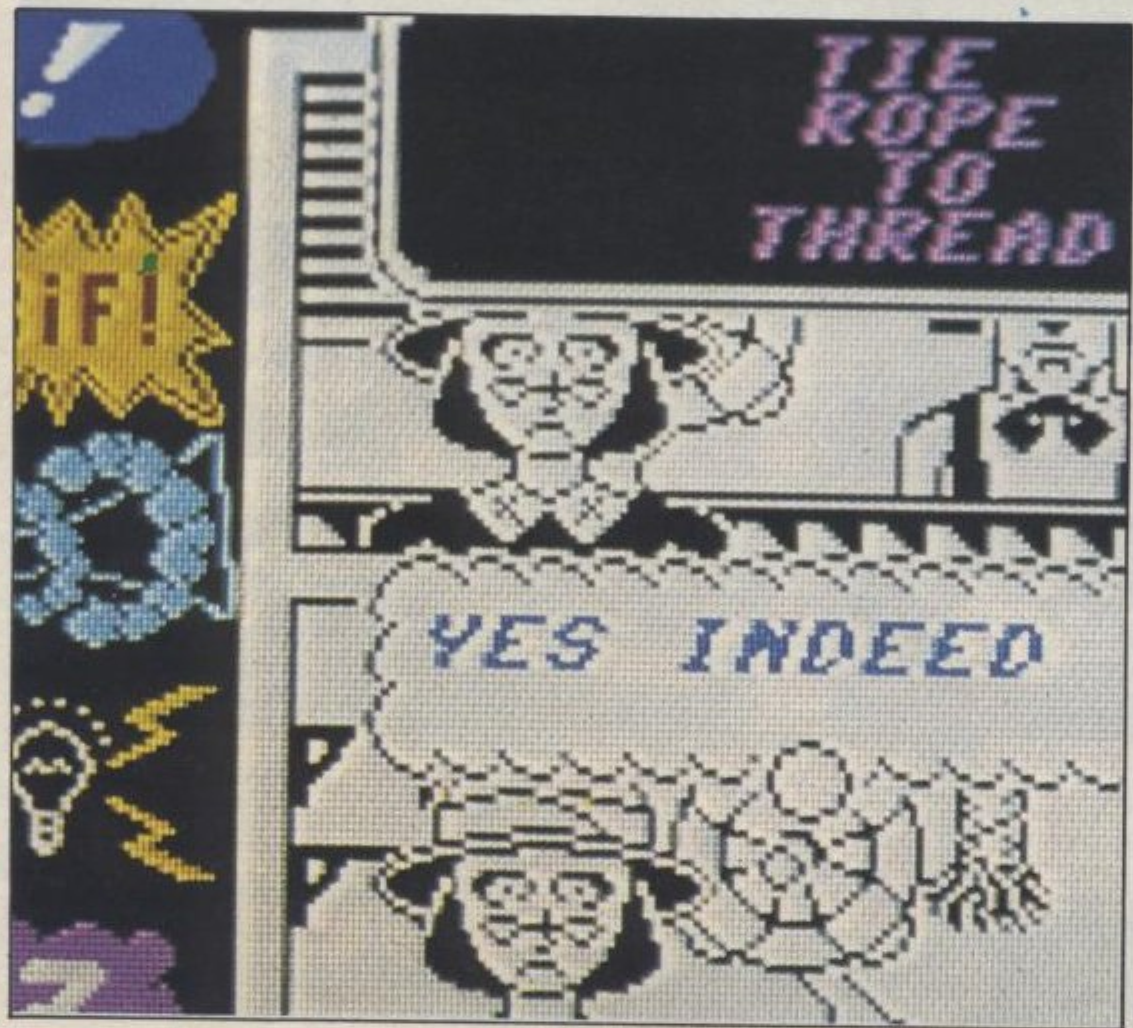
The way you control the characters is strange at first. Icons must be selected to carry out different tasks. They range from chinwag which allows you to talk, to fisticuffs for fighting and change batter (work that one out for yourself chip shop lovers!). Graphics are almost faultless, the characters and the way they animate on the detailed backgrounds is really impressive. Pieces of film down the side of the screen show the characters you're not playing and what they're up to. The real fun sequences are when you beat people up. A special punchometer device allows you to select the strongest punch possible: get it wrong though and you'll be a real wimp!

If you missed *Stifflip & Co.* first time round get a copy today. A spiffingly good romp.

Overall 80%









WINTER GAMES

Kixx ■ £2.99 ■ (rerelease)

How many times is this game going to be rereleased in a different format? After the original release it's been on countless compilations I know of, and now rereleased on the Kixx label. If you haven't got it somewhere in your software collection, where have you been over the past few years? It's no wonder it's been rereleased so many times though, it's a brilliant game. One of the best winter sports simulations on the Spectrum.

The events range from the basic ski jump, which takes some mastering, to fun things like the toboggan and hot dog events. And no the hot dog has nothing at all to do with sausages and rolls, it's the free style event where the skier has to do the most death defying leaps he can. All the snow tipped mountains in the background add a nice touch — you could almost be in the Alps. In fact I thought I saw **Robin Candy** flying by on his skiing holiday! The main sprites are a bit basic with not much detail, but they're well animated: what do you expect, this game was first released in 1984! Sound is also not up to modern standards, but who cares? The graphics create all the atmosphere, and the various events are a real challenge, even to the experienced game player.

Winter Games is a Spectrum classic. Any self-respecting collector should have it on his or her shelf in one form or another, and with this budget release you've no excuse: go out and by it now, you wont be disappointed.

Overall 78%



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'Here are grotesques and freaks, the noble beasts and exquisite transformers who populate the hidden city of Midian'! Clive Barker 1989

Just who do you reckon **Clive Barker** is talking about, readers? Could it be the **CRASH** team (a pretty unsightly bunch in the mornings — **do you mind!!!** - Ed)? Or is it his latest gang of monsters and uglies that infest the film they're already calling the spookiest of the year — *Nightbreed*? It is of course the **CRASH** Team (Oi!). Titter not!

We're fibbing just a bit (well, completely actually): he's talking about the *Nightbreed* creatures which feature in a new book that'll churn your stomach — it's full of the yuckiest things ever created — and it's called **Clive Barker's The Nightbreed Chronicles**.

Titan has published the book, and it'll cost you £5.95 in the shops (check out the full review in **Comix, Live Circuit**), but we've got twenty —twenty! — copies to give away in this month's Hotline compo. It's packed with over fifty colour shots — not only showing the **Nightbreed** in their hideous glory, but also going behind the scenes to show how they were created! Though, don't try to make any at home else you scare the bloomers off your granny!

We won't dwell on the subject of granny's bloomers, but tell you how you get a chance of winning one of the brill books on offer! **Just by ringing the CRASH compo hotline!** Dial **0898 555 084** and listen to the questions being read out over the phone. When you have your answers, write them down on a postcard or the back of a sealed envelope and send it to: **SPOOKARAMA HOTLINE COMPO, CRASH, NEWSFIELD, Ludlow, Shropshire SY8 1JW**. And make sure your entries arrive by 26 April!!

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Calls cost 25p per minute during off-peak time and 38p per minute at all other times. If you don't pay the phone bill ask the person who does or we'll send the **Nightbreed** to get you! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.



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NEXT MONTH

Marvellous May bounces into view next issue with action packed thrill power coming your way on another exciting PowerTape stuffed with games!! Check out the Easter releases with the best reviews around and the top-prize compo giving you the chance to win loads of free games! Plus all the excitement of the regulars in the next thrill packed issue!

DON'T MISS IT!! CRASH ISSUE 76, THE MEGA MAY EDITION ON-SALE 26 APRIL! SPRING'S BURSTING OUT ALL OVER 'COS THE NATION'S PLAYING OUR GAMES!!


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